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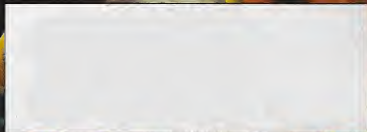
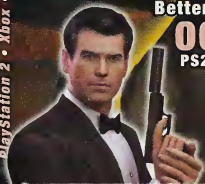
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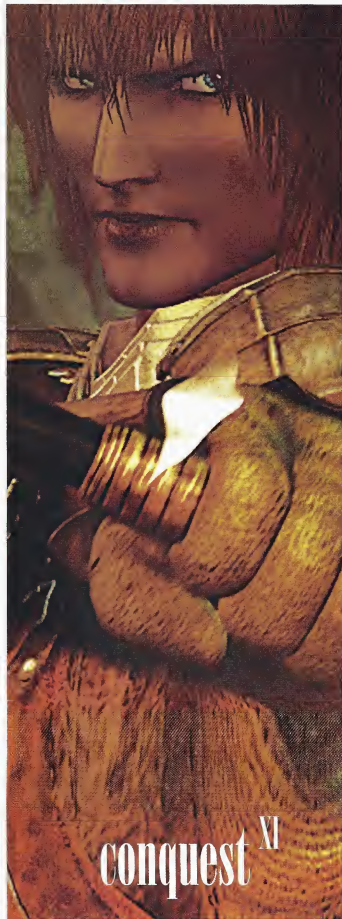
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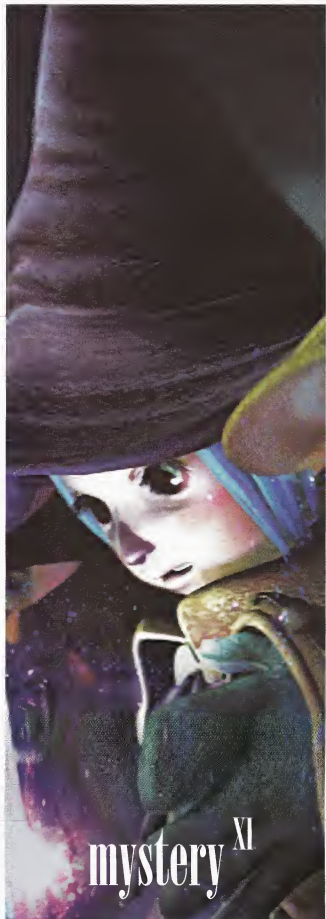
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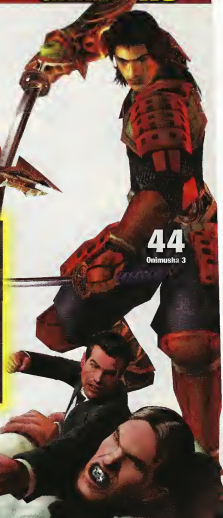
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007: Everything or Nothing

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All Hell's about to break loose... again! Hot on the heels of the PC game, id software and Vicarious Visions are handcrafting Doom 3 for the Xbox with the utmost care.

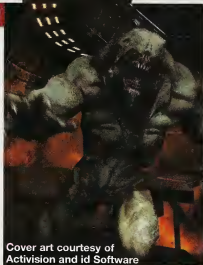


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If you're a gaming purist, a video-game traditionalist, or a champion of good taste—don't read this!

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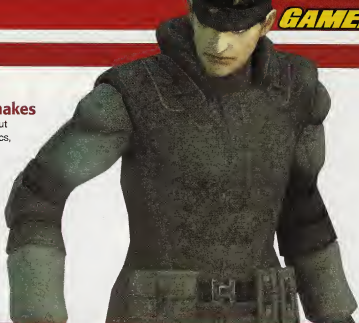
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102 Metal Gear Solid: The Twin Snakes

Metal Gear Solid has finally infiltrated the GameCube, but now it's more challenging than ever! Here are all the tactics, tricks, and weapon skills you need to know to guide Solid Snake to victory.

110 Code Vault

With these excellent codes, you can conquer The Sims: Bustin' Out (PS2, Xbox), Secret Weapons Over Normandy (PS2, Xbox), Star Wars Jedi Knight: Jedi Academy (Xbox), Sonic Heroes (GameCube), and more!



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Doom 3 on the Xbox

How do you make the biggest PC game of 2004 fit into a console? Check out exclusive interviews with Vicarious Visions and id Software to discover what it took to get Doom 3 onto the Xbox, and then check out a never-before-seen screen shot—only on GamePro.com.

Midway's Gamer's Day

What's the company that created Mortal Kombat been up to lately? Find out on GamePro.com, where we have the inside scoop straight from Midway's exclusive Gamer's Day event.

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A close-up portrait of basketball player Jason Kidd. He is wearing a blue New Jersey Nets jersey with red and white trim. The jersey features a USA Olympic patch on the left chest, a Nets logo on the right chest, and the NBA Finals patch on the right shoulder. He has a serious expression and is looking directly at the camera. His arms are crossed. The background is dark with large white numbers, likely from another jersey.

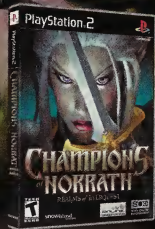
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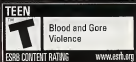
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Game Experience may change during online play

EDITOR'S LETTER: Mars Needs Gamers

As you read these words, the Mars Rovers, Spirit and Opportunity, are 284 million miles away, wrapping up their search for evidence of life on Mars, an awesome technological achievement. But breathtaking technological leaps on the video-game front are taking place in a version of the Angry Red Planet right here on Earth: Mesquite of the U.S. of A...and while it isn't Mars, it is Texas.

Dan Elektro made the journey to cowboy country to visit with id Software and Vicarious Visions for an in-person examination of the frightfest to be known as Doom 3 for the Xbox.

Doom, of course, is another one of those "games that started it all." Swathed in game-design breakthroughs, legend, and controversy, Doom put the spark of life into terms like "first-person shooter," "strafing," and even "space marines." It also made such horrors as Imps, Revenants, and Cacodemons permanent players in our collective nightmares.

In Doom 3, the scene has shifted from the Martian moons to the planet's surface, but the game is essentially a remake of the original. However, calling this game a "remake" would be like calling the Porsche 997 a remake of the original Volkswagen Beetle.

The most impressive discovery may be that in stepping over from the PC to the Xbox, id has discovered new ways to tap into unique processing capabilities that enable the Xbox to stand a head taller than the PS2 and GameCube in the areas of graphics, sound, and online gameplay. It's interesting in that Microsoft's stated strategy has always been that PC game developers familiar with the ways of DirectX and the Windows environment would be able to quickly master the acknowledged superiority of the Xbox hardware.

So maybe the "quickly" part didn't quite materialize, but even as the rampant rumormongering, hype, and wishful thinking that is the console transition begins to rear its tantalizing head, it appears the strategy will flourish in this new chapter of Doom.

Doom 3 reminds us that there is still expansive, unexplored territory in this current generation of video-game systems. And it's very likely that GamePro everywhere will soon themselves travel to Mars to discover that there is life on the Xbox.

The GamePro
Oakland, CA
letters@gamepro.com

No Backsies

I've been reading your magazine for about five years now and think you guys are great. I've just received the January 2004 issue, and I like your new look, but I have just one thing to say: *What about the PC?* I mean, come on...sure, you review some games for it, but when it comes to multiplatform games, all you look at are the PS2, GameCube, and Xbox. You don't say whether the game plays better on the PC or anything. Some good examples of this are Need for Speed Underground, Star Wars: Knights of the Old Republic, XIII, Beyond Good & Evil, and Final Fantasy XI—and I'm just getting started. Not only does the PC have these games, but nine times out of 10, they have a lot better graphics than the console games. I really hope you will print this in your magazine and answer my question, and if you don't, you will just prove to me that you all are nothing but dumb, spineless, console-sucking-up idiots.

P.S. If you print this letter and answer it, I'll take back the last statement.

► Tim Jones—Kentucky

Wow, Tim...strong but definitely amusing words. The short answer is two-fold. One, we're the only multiplatform magazine that does any real PC coverage, so hey, cut us some slack—the competition usually pretends the PC doesn't even exist. Two, we have always been primarily a console mag, so while we may be sucking-up idiots in that regard, we've been sucking that way, by design, for almost 15 years. Accusing us of being a console-biased magazine is like accusing *Vogue* of catering only to women, or *Wizard* focusing only on comics instead of other forms of illustrated art. It's who we are, and we're not going to apologize. That said, our PC editor is constantly screaming, "I need more pages!" and lately, he's been winning because he's strong and, frankly, he can take us. So hopefully you'll see more PC representation as we move forward.

It's a Wonderful Half-Life

I was thinking about some of the greatest games that have come out in the past five years and what the gaming world would be like

without them. For example, if *Half-Life* didn't come out, not only would Valve not be huge and producing one of the most hyped games of all time, but Counter-Strike wouldn't exist! It's a scary thought because so many games tried to duplicate *Half-Life*'s game-play—and, of course, billions of player-hours a year are produced from Counter-Strike alone! That has a big impact on the gaming world. I was just wondering what you would think the gaming industry would be like without groundbreaking games like *Half-Life*, the Grand Theft Auto series, and even Halo for the Xbox—without it, the Xbox might not have been as popular (I wanted an Xbox solely for that game, so I got it).

► Andrew Self—Via Internet



There's no understating the impact of big games, but at the same time, there's no shortage of potential monster hits. In a case like this, evolution rules: If *Half-Life* never existed, then surely the attention would have gone to some other game, which might not have presented the same ideas in the same way, but surely would have become The Next Big Thing in its place, progressing at its own pace. That could be any of the games that were in development around the same time, or a different genre altogether. Better still, get your mind around this: We're already living in a world where *Half-Life* is awesome because the unknown game that was better than *Half-Life* didn't come out. Not in our reality, anyway. Spooky.

One Line for Online?

I've been looking at Xbox games, and I've noticed that a lot of the multiplatform games already out and coming out are only online capable for the PS2 but not the Xbox. For instance, NFL Street and THUG are PS2 online-only. I keep asking myself, Why? So I figured I'd ask the GamePro crew. I've always thought that most gamers and

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► There's more to winning than meets the eye.

Andrew Lawrence

GOING TO THE MAT

And Wayne Brady as Mason Wyatt



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producers think that Xbox Live is a lot better than the PS2 online because for one, the Xbox is cable/DSL, and the PS2 is modem. So I ask, Why is the Xbox being left out of the online games?

► **Matt DeMichele—New Jersey**

Any number of reasons, but let's start with one misconception—the PS2 certainly does support broadband connections as well as dial-up. For some companies, Sony has arranged an exclusivity deal—Neversoft, for instance, currently makes the Tony Hawk games only playable online on the PS2 by mutual agreement between the two companies. Ditto for EA, which launched its full sports gaming network on the PS2. For others, it's a technical thing—rather, a control thing. Microsoft's Live arrangement involves Microsoft controlling the game servers, whereas some publishers and developers want that control themselves (which is why some PS2 online games like EverQuest Online Adventures feature their own monthly fees, while others like Amplitude or SSX 3 don't—it's up to each software company as to how they want to handle it). There is hope that third-party publishers will find a way to accommodate both audiences and get their games online under both systems, and some are starting to pull it off (Activision's upcoming MTX Mototrax, for instance, will be online on both systems). But of course, consider the flip side—how many games are on Xbox Live that are not available online for the PS2?

Subtract the Ads!

I have subscribed to your magazine several times over the past few years, and I'll never do it again. I once enjoyed the magazine. In fact, I still enjoy the articles. It's the rest of the junk you put in there that I don't like. Now I understand the need to sell space in the magazine to advertisers as a way to offset costs and improve profits, but this is ridiculous. More than half of your magazine is advertisements. Only in a few, scarce spots are there actually two pages in a row with articles. Those two pages are usually followed by three to five consecutive pages of advertisements. Most of the other pages are cut down by a third to put an ad on them. Now just to make this letter productive, I'll let you know that I've never bought or rented a game

based on ads. It's the article about the game that gets me interested in purchasing it. The worst part is you even have an index for the ads in the book. That should tell you you have too many. I would gladly pay a higher subscription price (even though we don't get the cool extras that the store issues do) for a magazine that is around 80 percent content than for this book o' ads you publish every month. So I say to you until some drastic changes are made, "Farewell, GamePro."

► **Scott Schubert—Via Internet**

Apologies to longtime readers who have heard this one before, but it's about time we answered it again. Scott, the reality of making a magazine is unfortunately different from your interpretation when reading it. There's a misconception that we put ads in where we would normally be writing about games, and that therefore we're gypping the readers out of game coverage—but it's simply not true. It probably seems like ads waste space, but in fact, ads give us more space. Here's the deal: The ad money pays for the very expensive paper. The more ads we get, the more pages total we can buy, and therefore the more games we have room to show. We're not putting ads in instead of games—we have a ratio of ads to content that we stick to (and it's less than half, Scott), so the more ads, the more content, too. It has always been that way, it will continue to be that way, and it's also that way for the competition. Pick up a few other successful magazines, and you will find much the same pattern. The magazines that have less ads generally are not doing well financially. Ever hear someone say, "I liked Magazine X because it didn't have ads...why don't they make that magazine anymore?" Now you know why. If we were able to produce your dream issue—140 pages, no ads, all games—that one issue would cost you about \$20, and you wouldn't buy it. I mean, hell, we wouldn't buy it either. And as for the cool goodies that show up in the newsstand version, we are just now rolling out GamePro EX, which is a subscription plan with all those newsstand goodies included with every issue.

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Final Fantasy XI Art Attack Contest



Grand Prize Winner—Ages 13-17



Grand Prize Winner—Ages 18 & up

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Does your Xbox just refuse to play certain games—almost as if it were possessed? Do you get the runaround from tech support, who keep pointing fingers in different directions? The Watch Dog has some answers.

Dirty Xbox Discs

My wife and I recently picked up a copy of *Hunter: The Reckoning—Redeemer*. No sooner had we gotten two of our friends together to settle down for a nice, relaxing evening of dismemberment and chaos, when a message popped up on the screen: "There is an error reading this disc, it could be dirty or damaged."

We checked the disc; dirty it was not. We exchanged it for a new disc, and the same message popped up. Fair enough; we switched retailers, got a new copy....third time's a charm, right? *Wrong!* We finally decided to call Vivendi's tech support. They could only tell us that it is a known problem that the game will not run on certain Xbox consoles and that we should talk to Xbox Support.

Have you guys come across this problem, and if so, do you happen to know of a fix?

► **Frustrated Deadie Exterminator—Via Internet**

We get a couple of e-mails every so often from Xbox owners about games that got a dirty or damaged disc error message. Although this is the first time we've heard of issues with *Hunter: The Reckoning*, quite a few people have had problems playing *Grand Theft Auto: Double Pack* for the same reason.

Covering the obvious first, it could be that your Xbox is dusty and requires cleaning. Because there aren't any official cleaning products made by Microsoft, a conventional DVD cleaner should do the trick. If your Xbox is clean and reads every other game fine, it could be just what the Vivendi tech support person said—the game will not run on certain Xbox consoles. Which brings up the question, "There are different types of Xboxes?"

The Xbox console uses one of three types of DVD units—a Samsung, a Philips, or a Thomson. The easiest way to tell which version you have is to open the drive and see what type of DVD tray you have. If the tray has two small circular holes in addition to the center hole, it's a Samsung. If the tray has a big center hole almost the size of the mini-DVD slot, it's a Philips. If the center hole is about half the diameter of the mini-DVD slot, it's a Thomson.

The Thomson drives are the most common and, unfortunately, seem to be the ones that occasionally get these errors. There haven't been any reports of Philips and Samsung drives getting disc errors, but they are produced in much smaller numbers with about one in 10 Xboxes being non-Thomson drives. Because the disc-reading problem doesn't affect the majority of Thomson drives, you shouldn't go out and buy a new console if you have a Thomson. However, if the problem is persistent and you have a warranty for your Xbox, exchange it for a new one to see if that resolves the issue. People who have had problems with games like *GTA: Double Pack* have seen their issues vanish when they replaced their Xbox with a different one.

NHL 2004 Seizing Up

When entering the name "Gabe Metal" in the *Player Creation* mode as a cheat code for *NHL 2004*, my PlayStation 2 freezes. I have tried this name numerous times, and I get the same result each time.

I have owned my system for three years now, and this is the first time that this has ever happened. Can you please look into this for me?
► **Paul Drier—Via Internet**

Although the Xbox version seems to do fine, both the GameCube and PlayStation 2 freeze up when entering the cheat. We tried the code with a couple PS2s and got the same results, so it's best to steer clear from that Gob band member.

Deus Ex: Bug War

Had a chance to play the PC version of *Deus Ex: Invisible War*? I recently did, and it's one of the buggiest titles I have ever played. I spent nearly an hour sorting through the .ini files in the system folder. The main issues were the *MouseLag* setting, poor frame rates, and the broken visual interface. None of this is fixable in the game—it's all buried in the text of 40-page .ini files.

► **Sid Shuman—Via Internet**

Despite the release of a patch, people still have major problems with this game—most notably the sluggish mouse and frame rates that go below 30 fps even on high-end systems. There are a few things you can do to address these issues:

First off, the mouse problem: Open up *default.ini* (make a backup copy first) with Notepad and find the *MouseLagThreshold=75*. Changing the 75 to 0 should improve the mouse response.

The graphical woes, unfortunately, don't have a quick solution. The biggest factor is what video card you're using—if you have a video card with lesser specs than the ATI 9600 or FX 5200 series, expect the game to run poorly as it demands a video card that is optimized for DirectX 9. Low-end cards like the GeForce MX cards are bad news because the game makes heavy use of pixel shaders.

If you have a mid- to high-end card, turning off shadows will visibly improve performance (and for some reason, GeForce FX cards like the 5600 handle pixel shaders slower than their ATI counterparts). Other things you can do include reducing your desktop resolution when reducing your game resolution, defragging the hard drive, and changing the cache size in *default.ini*.

from 1 to 16 or 32
(look for *CacheSizeMegs=1*).

Even after doing all these things, though, don't expect average frame rates of 60 fps unless you have an ultra-

high-end system. If you haven't bought the game, it's best to wait until all the bugs are crushed (including the game freezing up when loading and unexpected crashes to the desktop). Or just check out the Xbox version!

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The logo for 'NBA Ballers' is displayed in a stylized, metallic font. The letters 'NBA' are enclosed in a rectangular frame on the left, while 'Ballers' is written in a large, flowing script to the right. A basketball is positioned at the end of the script, appearing to be part of the letter 's'. The entire logo has a shiny, three-dimensional appearance.

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GaiaLogic

CSU Hayward grad students threaten to take mobile gaming to its next level.

GaiaLogic, the brainchild of Joe McNelly, Lloyd Walton, Ed Christensen, and Michael Christensen, was developed as a masters thesis project in Multimedia Studies at California State University, Hayward. The idea was simple: to create a technology that

would enable mobile gaming to really exploit the strengths of portable devices. To do this, the grad students developed a game that would use the Internet and a GPS-enabled Pocket PC to provide a new gaming experience—one you'd actually have to leave the house to play.

It Knows Where You Are

The game itself is mostly a proof of concept: You are a new employee at MegaCorp, Inc., a giant telecommunications company that has hired you to go out into the world and place microscopic transmitters at specific locations to help MegaCorp set up its global communications network. As you play, you get involved in secret conspiracies involving tiny aliens and a mysterious, invisible network that disrupts wire-less services.

The technology is the star here, though. The game uses GPS (Global Positioning System) to sense where you are in the real world and uses that information to lead you to your next destination. The demo version was created based on the Cal State Hayward campus, so it could tell how far you were from specific landmarks on campus. When you reach your destination, you tap the screen to plant a transmitter, and then you move on to the next location. The game gives you directions ("go past the fountain, down the path, turn right"), and you actually walk to the spot in real life. When you get there, the game knows where you are. Very, very cool.



GaiaLogic starts online, where you download the game to your Pocket PC and watch a few intro videos.



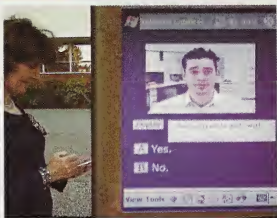
This is MegaCorp's security chief, Maca Forbush. As his red shirt and tie might attest, he has no patience for people who don't do as they're told.



This is MegaCorp's CEO, Bob Permuta. He'll be your boss.



As you move about the Cal State Hayward campus, your PDA tracks your location via GPS and adjusts the game accordingly to point you toward your destination.



As you near your destination, Bob Permuta chimes in through video clips to give you clues and additional instructions. Sometimes, others find their way onto your frequency, however....



The game is handled from within a custom browser that enables you to access the transmitter program and "com-link" videos that give you mission instructions.

What's Next?

With more time and work, this could be an awesome way to play games. Imagine tacking on a cellular modem or wi-fi device so that different PDAs could communicate and detect one another as they draw near. You could go to the proper location, leave a text message for someone else, and the other player could go to that spot and retrieve the message. Imagine citywide games of intrigue among Pocket PC users, each tailored for each individual metropolitan area. You could go to Detroit, download the Detroit pack, and play the game from there, getting exercise and learning the city in the process.

Of course, GaiaLogic is, for the moment, just a masters thesis project, but it shows what four people can do given the drive and smarts to figure out something cool. GaiaLogic is rare in that it actually uses aspects unique to mobile devices to create a game, whereas most mobile games are simply Game Boy Advance on a cell phone. As time goes on, we're likely to see more innovative ideas for mobile gaming, but GaiaLogic stands as an example of what four graduate students can do to change how you look at gaming on the go. —Dunjin Master





TWISTED
GOTTA HAVE ^ SWEET?



Nintendo Releases Details on New Handheld

Twin screens highlight new portable to debut at E³

Put the GameCube 2 rumors on the shelf—Nintendo's ready to talk about its big E³ surprise. A little bit, anyway. Code-named the Nintendo DS, the company's new handheld system sports two 3-inch backlit LCD screens. The two screens can be combined into one large screen or split to display different information, giving players as much information as possible without cluttering the display. For example, when playing a sports game, one screen may show the player character you are controlling while the other displays an overall view of the field or your player's stats. In an RPG, the main screen may show your character and the secondary screen could have an active inventory and status display. Ultimately, of course, it's up to programmers to decide how they want to use the two screens for their game ideas.

Supporting up to 1 gigabit for software memory/storage, the Nintendo DS will use cartridges for media, unlike the universal media discs that will be used in the PSP. Financial analysts from Bloomberg also postulate that the DS will be significantly cheaper than Sony's upcoming handheld; conjecture says a sub-\$200 price for the DS is likely as opposed to over \$350 for the PSP. As such, the two devices will not be direct competitors.

Nor is the DS intended to replace the Game Boy Advance, GameCube, or any other systems currently on the market. "We have developed the Nintendo DS based upon a completely different concept from existing game devices in order to provide players with a unique entertainment experience for the 21st Century," said Nintendo President Satoru Iwata. According to the Japanese newspaper *Nihon Keizai Shimbun*, Namco and Konami have both pledged support. Website gameindustry.biz reports that EA is currently considering the platform.

The Nintendo DS is slated to debut at E³ in May 2004 and be released at the end of 2004. The company is promising a number of additional features that will be announced at E³ and will have a playable version on display.

Gates on the Xbox 2: "We're Not Showing Our Hand"

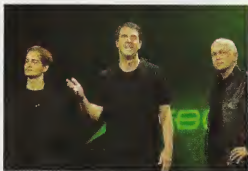
At the recent Consumer Electronics Show in Las Vegas, Microsoft Founder and Chairman Bill Gates touted the Xbox's unique accoutrements—namely, its built-in hard drive and Ethernet port—while confirming that the console's successor is still very much in the works...and under wraps.

"In terms of the next round, hey, it's a new game," he said. "We're not showing our hand, and I don't think Sony's showing their hand. We're doing some very cool work, but that's really all we'll say at this point."

One thing the Xbox 2/NextBox/Xenon won't have on its side is Ed Fries, a 19-year veteran of Microsoft who had headed up the company's game division since 1995. Fries left to pursue other opportunities, but those may involve future Microsoft partnerships. Fries is credited with the successful launches of *Flight Simulator*, *Age of Empires*, *Halo*, and, of course, the Xbox itself.

As for the current Xbox, Gates said, "Our goal in this generation was to be one of the leaders, and we feel like we've accomplished that very well." He announced that the upcoming Windows XP Media Center Edition will include Xbox connectivity, giving the console the ability to play live and recorded video, music, and photos—which sounds like the existing Music Mixer concept taken to the next logical iteration. "We are pushing the boundaries in terms of expanding what people think of as what the device can do," said Gates. However, the extension kit will cost about \$100 and require a fast wireless network.

Meanwhile, Chief Xbox Officer Robbie Bach said that *Halo 2* is still without an official release date. "We're going to ship it when it's ready," he told Reuters. "That might be the first half of 2004, it might not. You have to be careful with franchises like this."



Ed Fries, left, with Robbie Bach and J Allard at E³ 2003



Console Sales: Who's Winnin'?

The dust has settled from the holiday chaos, and naturally, Sony, Nintendo, and Microsoft all have their own apples-to-oranges takes on how the holiday numbers worked in their machines' favor. Nintendo, likely made the most noise, announcing that the GameCube's sales were up over 35 percent from the previous year and 69 percent comparing December 2002 and 2003. Not so fast, said Microsoft, citing that the Xbox outsold the GameCube during the last two weeks of December—prime last-minute gift-giving time—for a total (globally) installed base of 13.7 million and that Xbox Live subscriptions are up to 750,000 users. Meanwhile, Sony humbly suggested that PS2 sales carried the entire industry by selling 3 million units in two months in North America, not to mention 400,000 EyeTos. This console has hit 24.5 million units sold in the U.S. and 70 million units shipped worldwide. Who should you believe? That all depends on which one you own.

PSP Developers on Board

It's widely believed that you cannot have a successful game hardware launch in Japan without the right software partners—its actually games that sell systems. Good news for Sony, then, to find that Namco, Capcom, Konami, and Koei are all planning to offer software at the PSP's launch, along with Sony's own software. EA CEO Larry Probst also committed support for between eight and 12 PSP titles but not necessarily for launch. The games may be previewed at E³; if they are, don't expect to see much. Rumors suggest that Sega and Square Enix may also announce support for the PSP later in the year (closer to the Tokyo Game Show in late summer).



Xbox Limited Editions

Japan gets all the good stuff—namely, lots of exclusive colors and limited editions of game consoles, such as two collectors' releases of the Xbox, which will appear later this year. One is the Xbox Pure White Limited, which as the name suggests, features an entirely white console and controller. The other is called the Xbox Kasumi-chan Blue, in honor of the release of *Dead or Alive Ultimate*. The plastic shell is translucent blue (to match the shade of Kasumi's outfit); the package also includes a copy of *DOA Ultimate* and a seat cushion. Yes, a seat cushion. But it has a picture of Kasumi on it, so that's okay.

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Marvel, Warner Bros. Start Game Studios

Mario and Sonic, meet your new neighbors: Harry Potter and Wolverine. Both Warner Bros. and Marvel have announced the creation of internal video-game divisions to better track their licensed properties.

Warner Bros. Games, a division of Warner Bros.

Interactive Entertainment, gets a little extra sheen from its senior vice president, Jason Hall, who was formerly the CEO of Monolith Productions (No One Lives Forever, Aliens vs. Predator 2, and the forthcoming Warner Bros. title The Matrix Online). Hall intends to use his experience at Monolith to ensure that WBIE is run as a video-game company rather than as a division of a film studio that simply licenses its products out to game developers. "Warner Bros. needs to be viewed differently than the other film studios with regards to games," Hall said. "I can assure you that I am the only senior exec at any film studio who plays Unreal Tournament on a regular basis." According to Hall, WBIE will continue licensing products to third-party developers, but it will also be participating in copublishing arrangements as well as developing and publishing games internally.



Meanwhile, comic book publisher Marvel Enterprises has announced the formation of a new division within the company to focus on the development of games based on its character franchises. The division will oversee both publishing agreements and the creative content of titles. Ames Kirshen, who previously worked with (ironically enough)

Warner Bros. and DC Comics, will act as Manager of Game Development. "The multibillion-dollar video-game industry continues to be a significant revenue opportunity for Marvel and a high-profile, powerful vehicle to build the awareness of Marvel's brands," said Marvel Publishing President Gui Karyo.

Marvel has a number of games in development, including a massively multiplayer game based on the Marvel Universe. For 2004, the company plans to release games based on Spider-Man, X-Men, and The Punisher; in 2005, watch for Fantastic Four, Iron Man, and The Hulk 2.

Hot at the Arcades

Metal Slug 5

Developed and published by SNK/Playmore
Available now

Contrary to popular belief, Metal Slug is alive and well. The fifth installment in the side-scrolling series puts you in the boots of four mercenaries—Marco, Fio, Eri, and Tarma—for yet more side-scrolling commando tactics. In addition to the now-classic run-n-gun play scheme, M55 adds a new side-scroll move that allows you to scoot underneath incoming bullets and other projectiles. The action is all over the place in this one with shoot-outs taking place in the jungle and inside dimly lit caves and tombs, and characters even strap on jet-packs to blast aerial targets. Of course, you can upgrade your weapons by rescuing POWs, and there are a host of new vehicles to jump inside of and command—tanks, mechs, automobiles, jets, and more. This could well be the last Metal Slug game on the cartridge-based MVS hardware if Sammy's acquisition of Neo-Geo's arcade assets comes to pass. —Major Mike



EyeToy's Next Killer App

Finally, someone's stepping forward to challenge Dance Dance Revolution's dominance of music-based video games—and that's literally stepping forward, as in closer to the screen. Sony is prepping EyeToy: Groove, the second software application for the EyeToy PS2 camera (the first was the pack-in, EyeToy: Play). Instead of just moving your feet, you'll have to get more of your limbs into the act and get your whole dance groove on—you'll be judged on timing and accuracy (but you'll also get points just for trying). Madonna, Jamiroquai, and Fatboy Slim are a few of the artists whose licensed music will appear in the game; the final soundtrack is expected to consist of 25 tracks. EyeToy: Groove (which, in these early simulated screen shots, looks a little reminiscent of Samba de Amigo) is slated for a spring release; expect plenty of embarrassing photos from E³ this year....



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GamePro Labs

Pelican Silent Scope Light Rifle

Xbox
Rating: 5.0



The coolest light-gun ever? Believe it. Designed in tandem with Konami, the Light Rifle is nothing if not innovative—the gun breaks down into four pieces, and while the scope does not contain an LCD monitor like the arcade version, its solution is no less clever: A motion sensor is tripped when you move your eye into position, automatically zooming the target on the screen. The main trick is to be sure the gun is completely calibrated in Silent Scope Complete before playing—including the crucial screen brightness level—but you might also want to rest it on the back of a chair for arcade-style stability. Remove the stock, barrel, and scope, and you have a stripped-down, Halo-inspired, two-handed assault blaster with a shotgun pump—in other words, the perfect gun for House of the Dead III. As long as you use as directed, you'll find the Silent Scope Light Rifle \$50 extremely well spent.

—Dan Elektro

Price: \$49.95. Contact: Pelican, 323/234-9911, pelicanperformance.com

Nyko iType 2

PlayStation 2

Rating: 4.0

Chatting in online games is fun (and sometimes essential), but using a controller and a separate USB keyboard can be unwieldy. Why not combine them, says Nyko, which offers one of the only alternatives to Logitech's killer NetPlay controller.



In that regard, the iType has two things going for it: It's smaller, and it's cheaper. The keyboard is designed for thumb action, so if you don't type well, don't worry—it's all hunt-and-peck anyway. Four programmable macros make common online phrases (such as "Help me, I am being slaughtered by a low-level spider" or "WTF d00d tHat is tH suck") easy to express, which is nice because actual typing is a bit awkward—while the controller is wider than normal (some rubber grips would have been nice), the buttons are still small and ovaloid. However, once you get used to it, the iType 2 does work, and it's half the price of (and less bulky than) your closest alternative.—Dan Elektro

Price: \$34.99. Contact: Nyko, 888/444-6956, nyko.com

Best-Selling Video-Game Titles: December 2003

TITLE	PLATFORM	PUBLISHER
1 Need for Speed Underground	PlayStation 2	EA Games
2 Madden NFL 2004	PlayStation 2	EA Sports
3 Mario Kart: Double Dash!!	GameCube	Nintendo
4 Tony Hawk's Underground	PlayStation 2	Activision
5 Dragon Ball Z: Budokai 2	PlayStation 2	Atari
6 True Crime: Streets of L.A.	PlayStation 2	Activision
7 Medal of Honor: Rising Sun	PlayStation 2	EA Games
8 Final Fantasy X-2	PlayStation 2	Square Enix U.S.A.
9 SOCOM II: U.S. Navy SEALs	PlayStation 2	Sony
10 LOTR: The Return Of the King	PlayStation 2	EA Games

Source: The NPD Group/NPD Funworld

Static

Tutismo 4... Gran Tutismo 4... Ridley Scott's film company was hired to do a three-minute movie based on Driver 3. That's better than trying to write an hour and a half feature out of games that can't support a narrative, isn't it? House of the Dead, we're looking at you. Call it "Higher Score"—the second edition of Johnny Wilson and Russel DeMaria's book *High Score! The Illustrated History of Electronic Games* is out, and it takes a lot of the problems with the first edition—namely, the factual errors regarding *enrifer*. It's uglier, too. Check it out. • The gang at RedOctane reports that 21-year-old Tanya Jessen lost almost 100 pounds playing DDR (with their Ignition Pad, of course). What's your excuse, lardass? • So remember Malice from last issue's Vapor Trails feature? Argonaut signed a new publishing deal, so that means gamers will finally be able to see it was worth the lengthy gestation period. In the immortal words of Freddie Mercury, we're just waiting for the hammer to fall. • Manhunt was officially banned in New Zealand, and the media classification office called it "injurious to the public good." Two punchlines: (a) Well, this is the place that was so far behind the modern world that they could film *The Lord of the Rings* trilogy there without actually changing anything and b) Um... what if they're right? • The Movies...The Movies...The Movies...

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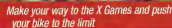
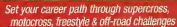
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Fear Factory

With *id* and *Vicarious Visions* prepping *Doom 3* for its customized Xbox debut, one thing is certain: There'll be Hell to play. *By Dan Elektro*

GamePro
Exclusive

"If you see something that looks odd, ask."

Marty Stratton, *id* Software's director of business development, needs to offer that caveat as he fires up a very early build of *Doom 3* on the Xbox in the conference room of *id*'s Mesquite, Texas offices. The game's been in serious console development for only a few months, and even though this private meeting will showcase only two levels—the Delta Complex and the caverns of Mars—some segments are still incomplete, so he wants to offer a warning: "From a visual perspective, there's going to be some oddities."

Oddities...what, aside from the monsters popping out of grates in the floor unexpectedly, only to be instinctively shotgunned back into them? Or the Zombie Commando with its whip-like right arm snaking directly toward the screen, knocking the player back a good 15 feet before charging in a psychotic rush? Maybe it's the rotund Pinky demon, lumbering on its cybernetic hind legs, hungry for any human flesh it can find?

Considering *Doom*'s legacy of evil, it's only fitting that *Doom 3*'s Xbox debut will be filled with exquisitely terrifying oddities—and thrill-seeking gamers wouldn't want it any other way.

Hell Wanted

Tim Willits speaks of Doom 3's plot, backstory, and scenarios with the conviction and enthusiasm of any great storyteller—which is a good thing as he's the lead designer. Bitter still, he does it all with the speed of a serious gamer while using the present tense with inclusive pronouns like "we." The subtle implication is clear: He's been sucked into the game, living the story from the inside—and you're next.

"It's a retelling of the original, as if the first Doom never happened," says Willits. "We're going back to Mars—actually, we moved it to Mars [from Phobos]. We arrive at the Union Aerospace Corporation facility before the invasion. We'll notice that things are not quite right; people are a little on edge. Then we receive our simple mission, we go off, all Hell breaks loose, and it's our job to figure out who the good guys are and who the bad guys are, and to find and stop the source of the invasion. When you start out the game, you don't know what's going on. All you know is that there's a demonic invasion and you have to get to the Delta Complex. And you assume, 'If I blow up the teleporter, I save the world.' Then you get there and discover that's not the case."

You Are Not Alone

"The Delta Complex is part of the huge UAC research facility," continues Willits while showing a level that falls about halfway through Doom 3's narrative. "The UAC has been conducting its teleportation experiments here; this is the most hi-tech area, and the sublevels of the Delta Complex is where the invasion really spawned from. All kinds of over-the-top, bizarre stuff will happen to you here. You'll experience stories of UAC employees who have participated in the experiments where they're teleporting each other and having nightmares and visions. Evil is seeping into the facility—and seeping into you, your brain, and your visions."

Along your journey, when you're not being harassed by reality-warping demonic hallucinations—or worse yet, demonic realities—you'll meet non-player characters, who can either help or hinder you, or give you new objectives. For instance, you'll find scientists working in the lab who might ask you to grab a plasma conduit to reactivate a teleporter, or you'll have to recruit a lowly janitor to help you open new doors. Furthermore, players will find helpful handholds that offer tantalizing bits of the backstory as well as access to new (and some secret) areas of the facility. "Every employee at the UAC is given a PDA," explains Willits. "Throughout the game, you'll find other PDAs on dead guys, and you'll be able to read some of their e-mails, listen to their audio logs, and then, if they have security clearance for certain areas, you'll be able to use that to access secure parts of the facility."

But who needs a Palm Pilot when you've got a rocket launcher? After all, you're packing major heat—a pistol, shotgun, machine gun, plasma rifle...even the trusty BFG makes an appearance, along with something new called the Souicube. "Yes, it's Doom," admits Willits. "Yes, you run around and kill anything that moves—but we wanted to add in a broader backstory: characters, good guys, bad guys. We wanted to give players the motivation to move through the game, to figure out what's going on. We wanted to give them the complete game experience instead of just the action."

Now Fear This

Much of Doom 3's visual experience relies on pixel shaders to create all kinds of demonic trickery when it comes to lighting. In the Delta Complex, fluorescent lights buzz and flicker, swaying to illuminate the room in swirling swaths, or shattering and leaving you in darkness. Your flashlight will aid in uncovering secrets, but there is no reward without risk. "It's always a decision that you need to make," says Willits. "Should I have my flashlight up, or should I have my weapon up? We found that adds a lot of tension to the gameplay."

"All of us are big horror action film fans, so generally the experience you want to give people is some kind of tradition," adds Kenneth Scott, Doom 3's lead artist. "Do you want Jason or Leatherface chasing you down with a chainsaw? Of course you do. Do you want the zombies? Of course you do. Do you want to be stalked by aliens? Of course you do. We kind of have an opportunity where we can mold everything to give every single...I don't want to say 'typical,' but all those kinds of experiences from film."



"Doom 3 at 480p looks amazing, even more so than most titles that run at 480p," says Karthik Balu.

Doom Reloaded

Many weapons are still being textured, but id sent a few sneak peeks of part of the player's arsenal. From top: the pistol, machine gun, shotgun, plasma rifle, and fan-favorite chainsaw.



CONTINUED ►

Creature Discomforts

Frankly, "typical" is not a word that springs to mind when looking at some of the game's enemies. Doom 3's hellspawned horde makes extensive use of bump-mapping, a texture technique that gives low-polygon models highly detailed, 3D-looking surfaces, resulting in, say, pockmarked skin, oozing blood, and festering wounds (to say nothing of other texture effects like monster drool or burning flesh). The result is remarkable visual depth with low geometry; most Doom 3 character models clock in at only 1800 polygons with just a few bosses tipping the scales at 4000.

The skeletal Revenant returns, complete with shoulder-mounted rockets and a subtle texture effect that can be described only as flickering flesh. Multi-eyed, floating Cacodemons no longer look like killer tomatoes, and the Lost Souls they project are, when inspected closely, crying about their fate. While other classic enemies like Imps and Hellknights have been updated to be altogether more imposing than before, some of the new enemies prove to be the most disturbing.

"Hell has its own cherubs, so we have these creepy demonic little babies," explains Scott, showing a 3D model of a screaming infant with giant claws and iridescent insect wings. "There's always...

discomfort fighting these kinds of things. Traditionally, if you see something that's big and scary and steroidal that's going to beat on you, you don't feel too bad. We try to give them elements where, you know, it's Hell, so they're going to be trying to mess with your head."

"Port" Is a Four-Letter Word

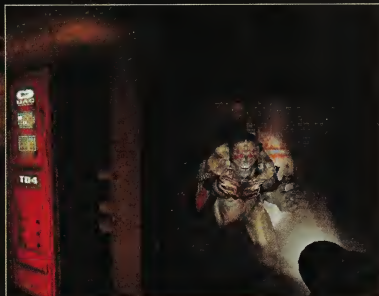
Doom 3 for the PC has been in development since the fall of 2000, while the Xbox edition started in earnest in July 2003. The Xbox version is being programmed by Vicarious Visions, which is in simultaneous development with id. And that's "Xbox version," not "Xbox port," because Doom 3 is being sculpted—and in some cases rewritten—specifically for its console debut. "Everything's there," says Stratton. "You've got the full physics system, the lighting and shadows, all the rendering passes, although done a bit differently. It's tough to tell the difference sometimes between this and the PC version."

The Vicarious programmers have leveraged every possible hardware exploit to make the Xbox edition of the game as efficient as possible—including a few that weren't even documented.

"There were some back-door hacks that gave an opening with the Nvidia chip that's particular to the Xbox, and a couple of hidden instructions that are particular to that chip," reveals Karthik Bala, CEO of Vicarious Visions. "That was a big surprise and a big performance improvement as a result." One major coup: By writing custom pixel shaders for the Xbox hardware, the Vicarious team reduced the number of rendering stages from seven to four without losing any acuity. Translation: killer looks, no problemo. "That was a tremendous help there that you couldn't have done on the PC," says Tim Stellmach, Vicarious Visions' design group manager. "We know exactly what hardware we're running on and can code for it."

Doom! Shake the Room

The sound sections were rewritten, too, optimized for the Xbox's dedicated Dolby Digital 5.1 chip. "Everything is done in hardware—it's like super-low memory overhead and no hit to the CPU for any of the sound mixing or anything like that," says Bala. "The whole sound landscape is pretty complex. That requires a fair amount of horsepower in and of itself, and I think that we haven't seen any games that exploit the sound hardware quite as much as Doom does."



"You always have your flashlight," says Tim Willits. "Except for when you go to Hell. Then we take your flashlight away."



"Doom" isn't the only four-letter word gamers will likely say when they run into a horde of skittering trites.



"Although we haven't submitted anything to the ESRB, I fully expect that Doom 3 will be an M-rated game," says Todd Hollenhead.



The Revenant benefits from one of Doom 3's fancy texture effects—notice the ghostly flesh outlines around his exposed bones.

CONTINUED ►

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Doom 3

Doom 3 was conceived as a six-channel surround game from the start, and much of it is already implemented—from the shrieks and skitters of the spider-like Trites to the atmospheric environmental sounds of buzzing light fixtures and elevator platforms. Every enemy teleportation is accompanied by a thunderous and unnerving blast of pure bass, which is almost reason enough to cough up for that Dolby 5.1 speaker system. And while Nine Inch Nails' mastermind/Quake soundtrack composer Trent Reznor was associated with the project at one point, there's no guarantee that his contributions will appear in the final game. "Trent did all the sounds for the Doom presentation that we had at E3 2002," clarifies Todd Hollenshead, id's CEO. "He is not doing any music for the PC or the Xbox. There is still a bit of an open question as to whether we're going to be using the E3 2002 assets in the final game or not, but I don't have any answers for that yet."

Tricks with Sticks

Possibly the most intriguing element of Doom 3 on the Xbox will be its auto-adjusting controller sensitivity: How the thumbsticks react will depend on what you as a player are trying to do in the game. It's a source of much research and great pride to Bala. "When you go up to panels, sensitivity is adjusted so you can much more easily point at something and push on buttons," he says. "Depending on monsters in the room and their movement, how much they're taking up in terms of the 2D pixel real estate as well as their depth and where they are in the room, there are all kinds of adjustments that are happening on the fly. Because of that context sensitivity, it's doing what you want it to do, and you're not fighting against the controls. Even things like when you're going around corners, the sensitivity changes—when you want to peek around, that kind of movement. It gives you that level of flexibility."

"The game changes and compensates if you're really flicking the analog sticks versus if you're doing it really subtly as you're moving," Bala continues. "We're really watching for a lot of that behavior and adjusting for it. It's working out well, and it should be pretty invisible to the player. It's just taken away that level of frustration that people normally face with thumbsticks."

Power Trip

A few of the larger PC levels will be broken into parts on the Xbox to preserve the brisk gameplay pace—but once again, the Xbox proves uniquely qualified to keep load times insanely low (just 15 seconds between full levels) and stream new data during gameplay. "That's the big advantage the Xbox has over the other current-generation consoles: It's got the hard drive," explains Stellmach. "That means that you have fast enough access to all those assets—there can be streaming textures, streaming sounds, and such."

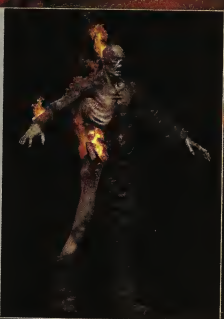
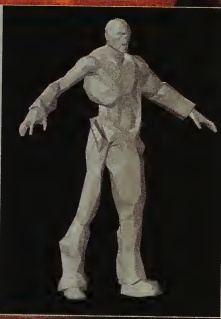
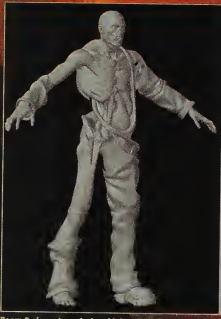
CONTINUED ▶



Karthik Bala is direct: "Quite frankly, Doom pushes the Xbox to the limit—right to the limit."



"It's not a PC experience on a console," says Karthik Bala. "It's a console experience on the Xbox." Whoever just said "PC port" must face the Pinky demon!



Doom 3 characters start as high-poly Lightwave 3D models, often 300,000 polygons and up. They're then reduced in complexity (down to only a few thousand, depending on the model), and bump-mapped textures are applied for the final Xbox implementation. This guy's name? Bernie. (Got it?)

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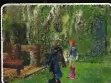


An evil organization has turned good Pokémon bad, and not everyone's happy about it. Snag them back, nurture their spirits and use them in battle to turn them good again in the first Pokémon RPG in 3-D. Import Ruby and Sapphire Pokémon to fight in a battle of epic proportions!



Mild Fantasy Violence

POKÉMON
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In fact, it becomes clear that based on programmer John Carmack's technology and design goals, the Xbox is really the only current console that could handle id's behemoth. "Could we do Doom 3 on another console, dumb it down, strip stuff out, have you go through the same architecture, call the demons the same names, and things like that?" asks Hollenshead. "Yeah, we could probably do that, but we just didn't feel that it would be true to what the experience is on the PC and what the game was really designed around—this whole experience in fear and demons and scared of the dark and all these other critical points of the gameplay. The GameCube and PS2 just don't have the graphics horsepower to drive the lighting technology or what we're doing with the bump maps and the normal maps, and how those things interact to really create the visual experience."

Live Evil

Of course, no id title would be complete without online play. "Doom's going to be a showcase Xbox Live title," promises Bala. "Multiplayer is being designed and developed from the ground up for Xbox Live. Microsoft is rolling out Xbox Live 2.0, which has a lot of new features that really enhance the community aspect as well. Doom's going to take advantage of some of those key features."

Doom 3 will feature not only four-player deathmatch like its PC sibling but also two-man co-operative play. "For first-person games, the Xbox has kind of become the co-op platform—I guess you could call it the Halo Effect," laughs Stratton. "They did it really well. But then we did it on *Return to Castle Wolfenstein: Tides of War*, and it was one of the most well-received aspects of that game, so I think it makes sense. Players on the Xbox who play first-person games look for it, they enjoy it, it's a real added value. *Vicarious Visions* has the talent and the time to make it work, and make it work well."

"I think one of the major reasons that co-op works so well is that you can count on everybody having voice chat," adds Stellmach. "When you're playing a co-op game, that communication is so important—and it's so cool that the game is really giving you stuff to coordinate about."

Back Home in Hell

While id offers no release date for either game ("when it's done" has long been a company standby), Stratton says the PC version will launch first with the Xbox edition following "pretty darn close" behind it. "We're not going to release a game that we don't enjoy playing internally," says Willits. "We'll just keep pushing it back, and we'll run out of money if we have to—but we have to make it fun for us."

Outside of id, of course, there are high expectations, too; fans have waited a full decade to see the legendary Doom saga continue. Reviving the venerable franchise has the id team... well, not scared, but understandably nervous. "Everybody has a memory of Doom that's different—even here at id," admits Willits. "You go up to someone and say, 'What was your memory of Doom?' Oh, it was scary." "It was action-packed." "The greatest weapons." "Multiplayer." So yeah, we have to live up to a lot of people's expectations, and a lot of people's expectations are different."

Hollenshead admits that returning to the hallowed halls of the dead is "a risk," but maintains that the time—and the team—is right. "I think the content that is being created speaks to the enthusiasm that everybody has here to work and make Doom 3 a game that will be viewed favorably alongside, arguably, a couple of the best games of all time. I don't say that lightly because I think there's a lot of history with id that even I as a fan, before I came to work at the company, can appreciate. We've kind of had some similar considerations with *Return to Castle Wolfenstein*, going back to the quote-unquote 'grandfather of FPS games.' Is it something that you let shine in the trophy case, or do you dust it off, try to bring it to the next level, and make a game that people in today's consumer audience on today's platforms are going to enjoy? From our standpoint, Doom is id's title, so we sort of have the moral right; if the company wants to do something with it, it's our prerogative."

"Yeah, it's sort of like George Lucas working on *The Phantom Menace*," says Willits. "Hopefully," he adds with a laugh, "we'll do a better job."

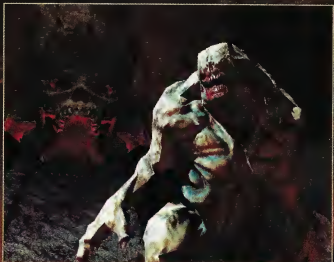
Visit GamePro.com for more detailed interviews with id and *Vicarious Visions*, as well as an exclusive Xbox screen shot.



"Demons will burn away, but zombie corpses will stay," says Tim Willits. "You just have to step over them—and make sure they don't get up and grab you!"



Accuracy counts. Per-polygon hit detection means that if you aim between an enemy's legs, you'll miss.



"I don't think you're going to be seeing anything else like Doom 3 on the Xbox," says Tim Stellmach. This Hellknight agrees.



"We have secrets, but we aren't tailgating them up," says Tim Willits. "You'll be rewarded for exploring, taking your time, and digging into things."



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Answer Hidden
On This Page!**

you are dumb

**Pac-Man Vs.
Predator**

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**Square Eye
for the
Straight Guy**

EverQuest Champion Chosen To Save World

Twenty-six-year-old Chicago native Barry Nerviss's four years of nearly nonstop EverQuest playing paid off when Sony Online's Marketing and HeroFding Department knocked on his door and offered him the chance to save the world.

"It was a dream come true," said Nerviss through his curiously bulbous lips. "It was an honor not unlike being handed my paladin epic or completing all layers of the shawt quests of the Coldan." Nerviss then turned back toward his monitor and wondered aloud if anyone had any BSSes so he could get a SOW for a CR.

"Only a player of Barry's dedication and skill could possibly serve our planet in the upcoming battle against the Narvisconsins and their Dark Brotherhood of Evil Injustice," said Farrah MacDerdie, vice president of SOE's Secret Global Operations wing. "We feel that Barry's mastery of multiple Alternate Advancement traits, as well as his much touted ability at cultural smithing, will benefit him greatly in his ultimate quest to serve humanity."

Interminable Grapevines of Wrath, the EQ guild of which Nerviss is Ultimate Lord Protector President Emeritus, was unreachable for comment, though many "OMGs" and "WTFs" were exchanged on the guild's forums. Players from competing guilds are already filing petitions, claiming that Nerviss cheated to gain the right to defend the planet, saying that he "stole kills and trained the Avatar of Fear to the entrance," whatever that means. Nerviss himself disputes these charges, saying that he "always acted in the manner of a paladin of Brelil Serillius."

Nerviss's term as Savior of Humanity will begin at Sony's press conference at E3. Nerviss is excited: "Who would have thought that sitting on my ass and playing EQ for four years would have led to this?"

Nerviss's Canadian girlfriend was unavailable for comment.



Game Reviewer's Opinion Taken Seriously
In a strange quirk of fate, a developer took a game reviewer's opinion seriously this month, sparking debate into the changing role of game publications in today's industry.

"It was a pretty good point," said Jeff Jeffsman, lead designer of Beverlysoft's flagship title, Beverly D'Angelo's Return to Wallyworld. "He said that our controls were workmanlike and our graphics were nothing to write home about, and dammit, we really look that to heart." Jeffsman pledges that his next title will feature "less workmanlike" controls and graphics that, according to Jeffsman, "will make [gamers] want to smack [their] mother[s]."

The journalist, who asked to remain anonymous, remarked, "This shakes my entire word view. I feel so powerful. I think I'll go write a Top 10 list."

Mock-Up Screen Becomes Real Game

Programmers at Mockstar were so impressed with 14-year-old Jimmy's fake screen shot for GTA: Antarctica that they've decided to make it reality. "Jimmy clearly cannot use Photoshop to save his life," a spokesman said. "I mean, he has no concept of how to use layers or even acceptable resolution. But there's something about his fake screen shot of a guy stealing a snowmobile away from a penguin while shooting laser beams out of his eyes and collecting gems that...well, it speaks for itself, doesn't it?" Mockstar does not accept unsolicited ideas from fans, and the company intends to stick with that policy by not offering any sort of payment to Jimmy. "Hey, if he didn't want his ideas stolen, he shouldn't have tried to pass off his work as ours. So now his work is ours. But the beauty is, when everybody realizes it sucks, it's still his fault." The spokesman then laughed an evil laugh.

Roy Horn Mauled by Armor King

Flamboyant performer Roy Horn, half of the famed stage magic team of Siegfried and Roy, was attacked by Tekken veteran and jaguar-headed wrestler Armor King as the duo played a benefit show in Reno, Nevada.

Onlookers gasped in horror as the massively muscled and armor-clad Armor King, who is a look-alike of philanthropist pro wrestler King, lunged across the stage at Horn as the two prepared to perform a number of difficult and daring stunts.

"Roy was just standing there, minding his own business, when Armor King just flew at him," recounted Jerriann Mosely, a witness to the event. "Armor King had such hatred in his one red glowing eye...it was horrible."

Anonymous sources at the event told a different story—one of mistreatment and resentment between the two unlikely partners. "Oh, Roy mistreated Armor King something terrible," said one source. "No man, not even a metal one with a prosthetic jaguar head, can take that kind of abuse."

When reached for comment, Armor King expressed only regret. "Rawrr roar rrrr grrrr," said the massive man-lion. "Errrr rawrrr phfft rrrrr."

Horn is listed in stable condition as of this writing. Armor King's ending has him surrounded by puppies on a rooftop while being chased by flaming robot ninjas.



Buyers Beweird

By The Clocker Spaniel

Game Blame

I bought this game, and three days later a bunch of dudes came over and beat the hell out of me. Is this supposed to happen?

► Mary Christmas—Bethlehem, PA

Yep. That's what you get.

It's Thinking...

Is my LameCube supposed to be...growing?

► Harry Nuyeer—Via Interweb

Yep. That's what you get.



10 to 1: Unused Pop Culture References for This Year's LamePro

10. R.I.P. Fred "Berun" Berry

9. Freddy vs. Jason

8. Ozzy vs. the ATV

7. SARS

6. Ruunuben & Clay

5. Jen & Ben

4. The CA Recall Election

3. Saddam Hussein

2. Paris Hilton

1. Michael Jackson

Square Eye for the Straight Guy



FINAL FANTASY Think the girls of Final Fantasy X-2 get to have all the fun? Wait until you meet the Final Five: an elite team of Square men dedicated to extolling the simple virtues of style, flair, and elaborately drawn-out displays of apocalyptic magic. In this new simulation, the leading men of the Final Fantasy universe have a mission to transform a drab wreck of a video-game character from disastrous to delicious in each of their respective categories: Fashion, Angst, Summoned Entities, Materia, and Weapons.

Meet Tidus, Philosopher of Fashion, who offers this advice: "Symmetrical trousers are a no-no. Try tearing off one leg and replacing it with a checkerboard shower curtain. And for Bahamut's sake, shave your chest if you're going to wear a sternum chain."

Say "hello liar" to Zidan, the Maestro of Materia: "I cannot stress enough how important entrances are. Why just walk in when you can emerge from an inside-out black hole, summon Jupiter to crash into the sun, and surround yourself in a cluster of blue spheres containing reflections of all your memories?"

Clap a bit for Cloud Strife, Weapons Wizard: "The more physically impossible to carry or wield, the better the accessory." And Vaan, Savant of Summoned Entities, has some advice for pet owners: "Your dog has no bite. He's not the size of a house, nor is he the king of anything."

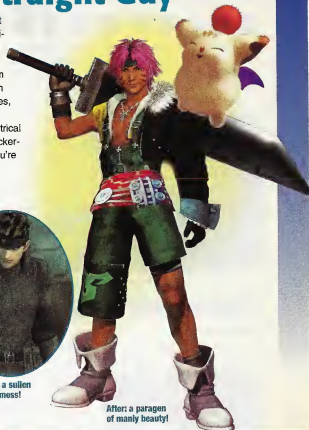
Not much is known yet about the fifth (and final) of the Final Five, the Avatar of Angst, though Square Enix may reveal more details at a press conference next month to be held beneath the sea beneath a swirl of pastel lights.

—Pierre Kyan

■ Overseas Profile ■ Developed and published by Square Hifiger
■ Target release date: February 2003-X



Before: a sullen mallet mess!



After: a paragon of manly beauty!

NO STRATEGY GUIDE

DUNGEON CREEP

Creepy Dungeon Map

Somewhere in the Game

You should be 99 hours into the game. Go over there and look for the thing—if you don't find it, it's probably in another location. Keep looking!

Go back to A, then go to C, but avoid B if you didn't go to D first because the only available path is through E. Stay away from C (you should have taken the A route at the very start of the game). Shake the tree!

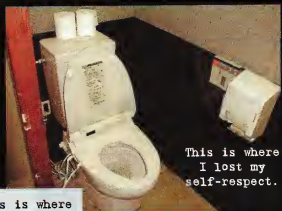
Ignore the save point and go through the door—do it now. When you enter the last room, all your colleagues die and you fight the last boss (who's really your father). Oh, yeah—Spoiler Alert for the father thing. If you die without using the last save point, your save data will automatically be erased and you must start the game over from scratch. Break stuff!



Other Hintz

- Some power-ups regenerate at random; others appear spontaneously at any location without rhyme or reason. Save the queen!
- Get the Super-Duper weapon (not on map). Pull the string!

This NoStrategy Guide is based on the European PAL version of the game and may never come to the U.S.



This is where
I lost my
self-respect.

This is where
I lost \$300.

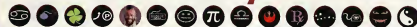


This is where I lost
faith in Jokia.

N-Rage.

Disappointment,
Anywhere.

Rushed Out: Day and Date



Several understaffed developers are currently hard at work on a game based on the upcoming action flick *Rushed Out*, directed by a recorded message from prolific filmmaker Rhet Bratner and starring an up-and-coming hip-hop artist, one of the girls from the WB's *One Tree Hill*, and either Owen or Luke Wilson. The film, to be rated PG-13 for language, sexual innuendo, brief nudity, and mild violence, will center around either the sexy world of desert four-wheeling or a S.W.A.T. team with a secret traitor.



The game, a third-person action game with mission-based driving elements (or vice versa), will feature rejected screen-test footage packaged as a compelling side story. What's more, the developers plan to leave a few levels unpolished, enabling you to be the beta tester yourself as you squash bugs as well as evil offroading government agents. Both the movie and the game will be available no later than May 14. A trailer is available for download now.—Gardie Lou

■ Half Look ■ Developed by Various ■ Published by Coleco
■ Maximum release date: May 14, 2004



Resident Evil -5: The Real Beginning—Part 2

All Systems*

Here we go again—apparently Umbrella's pact with Stalin, the ensuing Cold War, and an unsuccessful fluoridation plan wasn't really the first appearance of Umbrella as this sequel to RE-5 explains with great detail. In this, the 10th or 11th prequel to the original RE, you are a Union soldier (an ancient ancestor of Jill Valentine) who detects that something's amiss when soldiers in your unit become bloodthirsty zombies. Sure enough, Umbrella's behind everything as its latest D-Virus has unleashed yet another toxic plague. The 1864 setting somehow links to the side story of President Evil: Planet of the Abes (it has nothing to do with the Code Monica tangent), and you still save your game at any Butter Churn and store items behind any Wagon Wheel. (Apparently, some extra files and memos will be in the Extra Dual Shock Vibration Edition due to be released a month after this hits.) The game culminates in a battle against General William Sherman (who's really Albert Wesker) during the burning of Atlanta as Umbrella tries to cover its tracks. Of course, the ending leaves the possibility of another prequel as Umbrella's "Bubonic Project" is mentioned....—Dave Graylis



■ 50th Look/12th Update ■ Developed and published by Capcom Classics
■ Target release date: The day before yesterday, a week from last Friday observed on Sunday

*except for the PainStation 2, Xbox, LameCube, Lame Boy Advance, Dreamcrashed, Nofriendo 64, and others

Just Like GTA

All Systems

Witless developer Yoink! brings you yet another of its thinly veiled rip-offs, and this time it's cutting to the chase—the car chase! Yoink!'s latest game gives new meaning to the phrase "GTA clone" by actually being a nearly complete clone of GTA.

You play as Mommy Tercetti, a thug sent to decadent Cioe Vity after being released from maximum security prison. Producer Ham Souser boasts that Just Like GTA will be true, unadulterated crime and action with none of that pesky "Inno-

vation" getting in the way. "GTA was one of the most innovative games in recent years," says Souser. "You can't get much more innovative than an exact copy of an innovative game."

Yoink! is even recruiting top Hollywood talent to provide voices for the characters, including Lay Riotta of *Foodgellas* fame. We'd say this game looked like crap, but you don't care—this one will sell millions no matter what we think.—Titus Androgynous

■ First Look Again ■ Developed by Yoink! ■ Published by Profit Ho ■ Target release date: Every two or three months



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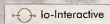
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PlayStation 2



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Onimusha 3: Demon Siege

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FP Onimusha 3: Demon Siege is said to be the last Onimusha game, but gamers will get two helpings of the franchise in 2004—this and *Blade Warriors* (see *ProReviews*, elsewhere in this issue). As the previous Onimusha titles featured characters modeled after actors, *Demon Siege* features two big stars: Japan's Takeshi Kaneshiro and France's Jean Reno (who graced U.S. shores in such films as *The Professional* and *Ronin*). Onimusha 3 begins in 1582 with Samanosuke facing off against his archrival Nobunaga at a flaming temple only to be sucked into another time zone. Switch to France in 2004, where Jacques Blanc is battling demons that threaten to overrun the city of Paris. He, too, is zapped into another time zone. Welcome to the beginning of Onimusha 3.

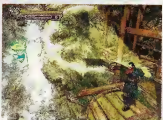
The Last Samurai

During the game, you switch between the two warriors as they try to defeat Nobunaga. Samanosuke can collect various swords during his quest, but Jacques is the more intriguing of the two. The Frenchman uses a pistol and a sword that changes into a whip (think *Ivy* from *Soul Calibur II*). Jacques can grab enemies, slam them on the ground, draw them close to him, and then shoot them with his pistol. Both characters can draw energy from defeated enemies, and such energy can later be used to replenish health or power up devastating special attacks. Keeping in line with Onimusha traditions, the game will also feature plenty of items to collect, puzzles to solve, and bosses to battle.

A Cut Above?

One of the biggest differences between Onimusha 3 and its predecessors, *Warlords* and *Samurai's Destiny*, is the visuals. Instead of prerendered backgrounds that result in jarring transitions as characters travel between screens, *Demon Siege* is full 3D and has more fluid action than its predecessors. The graphics have been taken up a notch, too, as Kaneshiro and Reno have an uncanny resemblance to their real selves. *Demon Siege* is slated for a May release, and with what's been seen of the game so far, it looks as if the series could go out on a high note (if this really is the last Onimusha)...—Musashi Mike

■ **First Look** ■ Developed and published by Capcom
 ■ **Target release date:** May



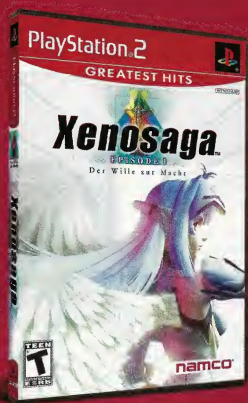
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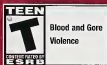
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Unreal II: The Awakening

X After an agonizingly long wait for the sequel to Epic Games' 1998 first-person outer-space blast-em-up, *Unreal II: The Awakening* finally debuted for the PC last year (see PC GamePro ProReviews, April 2003). Atari hunkered down with Tantalus and Legend Entertainment to retool *Unreal II* for the Xbox, and now *The Awakening* is stirring.

The Unreal Deal

Unreal II is set in the same universe as that of the PC original, a time 300 years into the future. The Xbox gets the entire single-player campaign from the PC version with additional multiplayer levels. This time, you're gunslinging on the far-flung frontier of the galaxy as a sort-of space sheriff assigned to patrol the edge of human civilization. When distress signals start blaring out from science labs and archaeological digs that are investigating some weird alien artifacts, you're sent in to investigate.

Hell Frozen Over

Unreal II's FPS combat erupts across 10 worlds with a diverse range of environments. You slog across an eerie primordial jungle world, dash across the frozen tundra of a moon called Heli, and slosh through the mucky guts of a living planet. An army of unique opponents conspires to keep you moving along briskly in every world. *Unreal*'s alien menace, the Skaarj, are back, but they're just one of the murderous crews you'll face.

Tight, quick FPS action in the early build promises that the PC's on-target controls should make a smooth transition to the Xbox. You can pack a deadly array of formidable weapons, too, although with the console controller, you must cycle through your arsenal with single button presses. That makes fierce firefights a little stressful, but console gunners will deal with it.

The online and multiplayer gameplay absent in the PC game will show here, too. The preview showcased two-player co-op levels and team-based multiplayer contests that promise to allow you to play as different classes.

Halo There

Hmmm...*Unreal II* has FPS gameplay, a combat-laden sci-fi story line, and a home on the Xbox...sounds vaguely familiar. No doubt with *Halo* still surfacing on sales charts and *Halo 2*'s release sliding further into 2004, *The Awakening* is waking up at just the right time. —*Brother Buzz*

■ **Hands-On** ■ Developed by Tantalus/Legend Entertainment
■ Published by Atari ■ Target release date: February



The image is a promotional illustration for the Yu-Gi-Oh! Trading Card Game. It features the character Yugi Muto in a dynamic, heroic pose. He is wearing his signature black and white outfit with a large white cape and a purple sash. His spiky blonde hair is accented with purple, and he has purple markings on his cheeks. He holds a Duel Disk in his left hand and a single Yu-Gi-Oh! card in his right hand, which is raised high. The background is a dark, textured purple. At the bottom, the text "YU-GI-OH!" is written in a large, stylized red font with white outlines. Below it, "TRADING CARD GAME" is written in a smaller, white, sans-serif font. The words "STARTER DECK" are prominently displayed in a large, bold, red font with white outlines, and "YUGI" is written below it in a similar style. At the very bottom, the word "EXCLUSIVE" is written in a cursive, white font.



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Forgotten Realms

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FE Dungeons & Dragons games rarely extend their appeal beyond the confines of their fans, but this PS2 action game could have many more gamers sharpening their swords. Created by Stormfront Studios, the developers of last year's excellent *Two Towers* slash-fest, *Forgotten Realms* will follow in Aragon's footsteps with a combat-oriented action game set in this popular D&D universe.



Three's a Party

Players can switch on the fly among three party members: a brawny fighter, a spell-casting sorcerer, and a stealthy rogue. Button patterns for combos don't change between characters, so



you can quickly employ, say, a range attack, whether it's a sizzling fireball or silent projectile. Each character's skill set will be required at different moments, so you'll have ample reason to cycle between the trio to progress on your adventure.

In a very early demo, the game already played well. Each character had a noticeably different feel, and switching between them was effortless. A throwing star-shaped health meter let you keep an eye on each character's condition, and the graphics glittered. Stormfront's working toward a more expansive feel to the environments—not necessarily wide open maps, but dramatic vistas that don't make you feel confined to a corridor.

No Dice Required

Story is a big focus for *Forgotten Realms*, too. While Atari hasn't released specifics of the quest, renowned writer R.A. Salvatore penned the game's tale, which thrusts the three characters together after they accidentally release a terrible evil on the world and must band together to stop it, despite their initial distaste for one another. Well-known characters from the *Realms* appear throughout the game, including Salvatore's popular character Drizzt.



Stormfront's also putting a lot of effort into making the D&D rules and conventions transparent to those who just want to hack up monsters, but subtly evident to fans who care about such details. There are no dice rolls or character attributes—nothing RPG-like—but the heart of the D&D rules drives

how the combat happens. You can upgrade your character's level and equipment by accumulating points, and recognizable D&D magical items can be collected. A veil still covers the possibility of multiplayer action—Stormfront's top priority is a strong one-player game, but it's exploring options for that and a likely but unannounced Xbox version.

—Air Hendrix

- First Look
- Developed by Stormfront Studios
- Published by Atari
- Target release date: September

Dance Dance Revolution Extreme



FE You can dance if you want to, but why not Dance Dance instead? The latest entry in the Dance Dance Revolution series offers fans more music, added features, and new game modes. Oni mode, which first appeared in DDRMAX: Dance Dance Revolution, returns in Extreme as a full-fledged game mode. Now, you can dance like a pro, but you're allowed only four mistakes in a row during the entire course of the game. Also new is Mission mode, where

you complete specific dancing challenges or take on a fellow dancer in a two-player battle. Popular modes from previous games in the series like Work Out and Edit are included in Extreme, so DDRers can work up a sweat or create their own moves to the sounds of licensed and original songs. In addition to the chart-topping dance tunes, players will be privy to music videos.

—The Vixen

■ First Look ■ Developed by KCET
■ Published by Konami ■ Target release date: Fall 2004



Nanobreaker

FE In a distant, futuristic world, nanomachines—originally created to improve the lives of humankind—go awry and begin to harvest the blood of humans and the iron from buildings in an effort to construct an army of monster machines. Faced with the eradication of life as we know it, you take on these metal monsters with a spiffy shape-shifting Plasma Blade, slashing your way through mass amounts of enemies, even using them for offensive attacks. Nanobreaker features a combo-based fighting system that should appeal to more skilled players of the hack-n-slash genre, but beginners can take a stab at easy mode, too. Other gameplay modes include Story and Time Attack. Poised to become another Konami franchise,

Nanobreaker is being developed by Koji Igarashi, the producer of the Castlevania series. If Nanobreaker is anything like Castlevania, we're in for one hell of a fight this fall.—The Vixen

■ First Look ■ Developed by KCET ■ Published by Konami ■ Target release date: Fall 2004



Race Driver 2

X In the ever-crowded racing genre, it takes an extra bit of somethin'-somethin' to pull away from the pack. With that in mind, Race Driver 2 takes a jack-of-all-trades approach, offering a full variety of motor sports, including street racing, stock car, Grand Prix, rally racing, and more. Let's say you think the game will be a jack of all trades and a master of none, Codemasters is pulling out all the technological stops, including

every nuance from tire deformation to complex aerodynamics, and tripling the detail of Pro Race Driver. The first-person narrative mode lets you see what the lead character sees as you hit 52 racing circuits worldwide in a dizzying array of licensed rides. Prepare to indulge your inner lewd foot.—Analog Avenger

■ First Look ■ Developed and published by Codemasters
■ Target release date: Spring 2004



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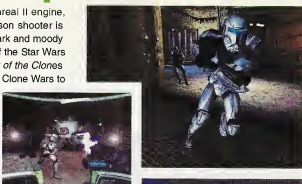
Star Wars: Republic Commando

X Running on a modified Unreal II engine, this squad-based first-person shooter is being touted by LucasArts as a dark and moody exploration into the military side of the Star Wars universe. Picking up where *Attack of the Clones* left off and leading up through the Clone Wars to the events of *Episode III*, Republic Commando casts players as the leader of an elite Clone Trooper class that specializes in black ops and clandestine incursions into enemy territory. You and three squadmates will take on covert operations (including reconnaissance, neutralizing enemy placements, data gathering, and assassinating key Separatist figures) in three campaigns that take you from rocky Geonosian terrains to the jungles of Kashyyyk to derelict Republic ghost ships. Your main nemesis in the game will be a rogue group of Trandoshans, though you can expect to also encounter Battle Droids, Geonosians, and, coolest of all, Wookiees.

Designed to be approachable for all gamers, squad-member control will be accomplished by a marriage of controller-issued commands and location-contextual A.I., meaning that designated markers will determine whether you can order teammates to snipe political enemies or plant traps, in addition to staple attack/retreat commands. In an attempt to keep things a bit realistic, you'll be limited to the number of weapons you can carry, though your standard-issue blaster can be outfitted with attachments for sniping and launching grenades, and you can loot weapons like shotguns and concussion rifles from fallen foes.

Up to 16 can play as either Republic Commandos or Trandoshans in various permutations of deathmatches and team deathmatches (sorry, no co-op play) via Xbox Live, and LucasArts is promising downloadable content that should include new missions, weapons, and skins. Though the game's gritty nature should snag the attention of Force-jaded Star Wars fans, the verdict is out on how it will stack up against other genre offerings like Tom Clancy's *Rainbow Six* and *Full Spectrum Warrior*.—*Pong Sifu*

- **First Look**
- **Developed and published by LucasArts**
- **Target release date: 2004**



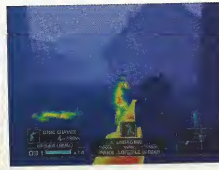
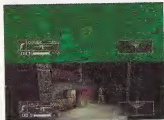
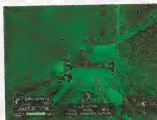
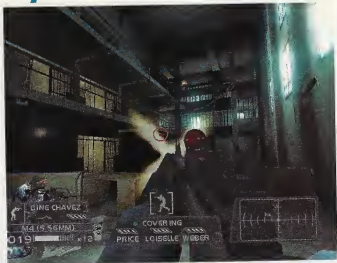
Tom Clancy's Rainbow Six 3

EF Having already made its console debut on the Xbox, Tom Clancy's Rainbow Six 3 is now headed to the PlayStation 2 with a few added bonuses. For those unfamiliar with the granddaddy of tactical FPS games, Rainbow Six puts you in command of an elite, multinational anti-terrorist squad of Special Forces operatives assigned to dangerous and covert missions around the world. This time, team Rainbow must unravel a mystery in order to foil the doomsday plot of an evil madman before time runs out. In an effort to streamline the tactical aspects of hostage extraction and terrorist elimination, Rainbow Six 3 has abandoned the protracted pregame planning segments that divided many fans of the PC series by allowing you to simply select your gear and get going. This isn't necessarily a bad thing as rookies will no doubt enjoy the simple interface that minimizes the breaks between missions and keeps you in the action.

This early PS2 version of Rainbow Six 3 is almost exactly the same as the Xbox version in terms of everything from graphics to gameplay with the exception of the PS2-exclusive content. The PS2 features include extra single- and multiplayer missions, and a

split-screen, two-player offline mode. The cooperative split-screen mode we played in the preview build enabled us to choose between a training mission mode and a terrorist elimination mode (basically deathmatch versus bots), but because two people were playing together, there wasn't a squad for us to give orders to. The A.I. in the single-player mode is still being polished up, but issuing commands to your squad via the optional headset was fun, easy, and surprisingly accurate, and listening to your teammates chatter in your ear dramatically heightened the overall experience of commanding a counterterrorist team in the ultra-realistic Tom Clancy universe.—Bones

■ **Hands-On** ■ Developed by Ubisoft Shanghai Studios
■ **Published by** Ubisoft ■ **Target release date:** March



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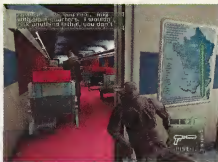
Tom Clancy's Splinter Cell: Pandora Tomorrow

X There are certainly high expectations for Pandora Tomorrow. The original Tom Clancy's Splinter Cell raised the bar for the stealth action genre, not only with its brilliantly conceived gameplay but also with its outstanding visual presentation. In a near-complete Xbox version (the



game is also coming to the PlayStation 2 and GameCube), this second showing of Splinter Cell has already lived up to its single-player expectations.

The graphics continue to impress, exquisitely using shadow and light effects that underline the game's stealthy theme. And the story is just as compelling as the first. This time, you guide NSA operative Sam Fisher through rough turf in Indonesia, Israel, and even on a moving train as he hunts for terrorists threatening American national security with a potentially devastating chemical weapon.



Sam has learned some new moves since you last controlled him. He can do a half-split jump, enabling him to leap to higher ledges. And for those of you who found it difficult to tiptoe past open doorways, Sam can now swiftly perform a quick turn-around move that will get him to the other side without being noticed. Undeniably, if you enjoyed Sam's first mission, then you'll like his second outing. The true test for Pandora Tomorrow, however, will be its online multiplayer game. Uniquely set up for both clandestine and fast-action gameplay, this innovative mode offers another reason for you to save the world once again. —*Four-Eyed Dragon*



■ Hands-On ■ Developed and published by Ubisoft ■ Target release date: March

Driver 3

X A popular series on the PlayStation, Driver 3 will finally mark the debut of undercover cop Tanner on the PS2. A hands-on preview version showed that the game is whipping into shape nicely. One key concern was that the gameplay and difficulty still needed lots of tuning, so count it as good news that the release date has been pushed from March to June.

Visually, the game looked very sharp. The cinematics were jaw-droppingly cool, supported by voice talent like Michael Madsen, Ving Rhames,



Michelle Rodriguez, and Mickey Rourke. The game's three cities—Miami, Nice, and Istanbul—sport slick detail, and the cars showed a great ability to crumple, smoke, and otherwise take abuse. The Xbox version shined a bit more brightly with higher texture resolution and better lighting, as you'd expect. Tanner also

exits his vehicle regularly for some carjacking and combat from a third- or first-person perspective, both of which handled smoothly. The cars performed just like Driver veterans would expect—lots of powersliding and fishtailing that's fun but



■ Hands-On ■ Developed by Reflections
■ Published by Atari ■ Target release date: June

All screens shown here are from the PlayStation 2 version.

Samurai Warriors

PE In *Samurai Warriors*, the *Dynasty Warriors* saga makes the jump from China to feudal Japan as this title is set in the ninja- and samurai-filled Sengoku (or "warring states") period of Japanese history. The early preview build's gameplay was basically the same as that of *Dynasty Warriors 4* but with a few very noticeable differences. Developer Omega Force has taken full advantage of the Japanese setting by allowing you to take part in



both historical and fictional conflicts on fabled battlefields and within the walls of ancient castles in over 90 stages of sword-slashing slaughter. The five selectable characters include legendary figures like the ninja Hattori Hanzo and the mysterious Oda Nobunga. And with each character having its own scenario to play through, complete with branching paths, unlockable characters, and multiple endings, *Samurai Warriors* is shaping up to be a big game with tons of replay value. —Bones

■ **Hands-On** ■ Developed by Omega Force
■ Published by Koei ■ Target release date: March



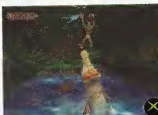
Pitfall: The Lost Expedition

PE **X** Last month's *GamePro* brought you an early hands-on preview of a promising but buggy *Pitfall* demo. Now that we've gotten our hands on a more complete preview copy of the game, things are starting to look better for old Pitfall Harry. The Xbox and PlayStation 2 versions are nearly identical, and both control very well, making the repetitious jumping of a typical platform game

seem more enjoyable and less like an exercise in frustration. This preview build took full advantage of the branching pathways we saw in the first demo, which gives the game a pleasantly nonlinear feel.

Harry also has a whole arsenal of cool new moves at his disposal as he can now double jump, roll, swim, and perform punch and kick combos on his enemies. With even more moves and useable items to be unlocked as you progress, it's clear that Harry has come a long way since his single-button adventure on the Atari 2600. —Bones

■ **Update** ■ Developed by Edge of Reality
■ Published by Activision ■ Target release date: February



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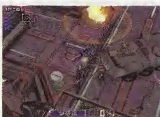
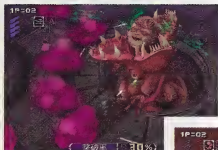
Neo Contra

E One of Konami's most beloved franchises gets a complete overhaul with Neo Contra, an updated version of the classic side-scrolling blast-em-up. Unlike Contra III: The Alien Wars for the Super NES or Shattered Soldier for the PS2, Neo will have a more 3D feel as several stages are presented in an isometric view with attacks that seem to come from all directions. Some unique sequences will include aerial combat with combatants spastically running atop spinning helicopter blades and riding on the back of two-legged dinosaur-type creatures while firing at moving targets.

The game will continue the adventures of Shattered Soldier's Bill Rizer, who will be joined by a futuristic samurai warrior named Genbei Jaeger Yagyu. Despite Neo's innovations, the trademark Contra fundamentals, such as an arsenal of weapons (flamethrowers, spread shots, lock ons, and more) and gigantic screen-filling bosses, will remain intact. Hi-res rendered cinema sequences will be spaced throughout the game in order to flesh out the characters and emphasize the story and plot, but the real test will be whether the game can still provide wall-to-wall action. Based on what's been seen so far, Neo Contra looks as if it will ably provide just that. —Major Mike

■ First Look ■ Developed by KCE

■ Published by Konami ■ Target release date: November



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Breakdown

X Imagine waking up in a cold, stainless laboratory, having no memory of who you are or why you're there...and then slowly realizing that you are the experiment. Meet Derrick Cole—a man with few fighting words but with many fighting moves—whose predicament is just that. In this unique first-person action/adventure, you guide Derrick through the hallways of a research building littered with murdered scientists and populated by a gun-toting army out to kill you and superhuman warriors that attack anyone in their way. To make things worse, you periodically hallucinate strange images that can't be explained as you try to escape what seems to be a freakish, never-ending dream.

Breakdown seems like one bad (in a good way) sci-fi trip. The gameplay in an early build was a pleasant mix of arcade action and realistic drama. You could spray a baddie with a

dozen bullets or fight him hand-to-hand with your own superhuman strength. To appease your curiosity, you could operate a phone, look at files, or—if you're hungry—eat a burger that's been left behind. Breakdown's world already looked pleasing—sharp visuals and some bizarre-looking environments added to the story's mysterious backdrop. Your life of normalcy is about to break down this March. —Four-Eyed Dragon

■ Hands-On

■ Developed and published by Namco

■ Target release date: March

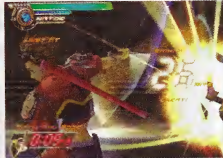


Seven Samurai 20XX

EP Set in a futuristic world where the good guys expose their midrifts and the bad guys dress in pastel zoot suits, Sammy's moody reimagining of Akira Kurosawa's legendary movie of the same name (sans the 20XX) begs fans of the film to check their baggage at the door. If you can do that, then you'll be treated to some blazing hack-n-slash fare along the lines of Dynasty Warriors. Attacking an enemy from certain angles enables you to initiate deadly "just" attacks, while simultaneously pressing L1 and R1 when your Nitoh-Ryu meter is full allows you to wield two swords at once. The game also features a coverage system that determines your weak points based on your performance and increases your stats accordingly. One thing sorely lacking from the preview build was a targeting feature, causing much of the gameplay to degenerate into mindless button-mashing. —Pong Silu

■ Hands-On ■ Developed by Dimps
 ■ Published by Sammy Studios
 ■ Target release date: March

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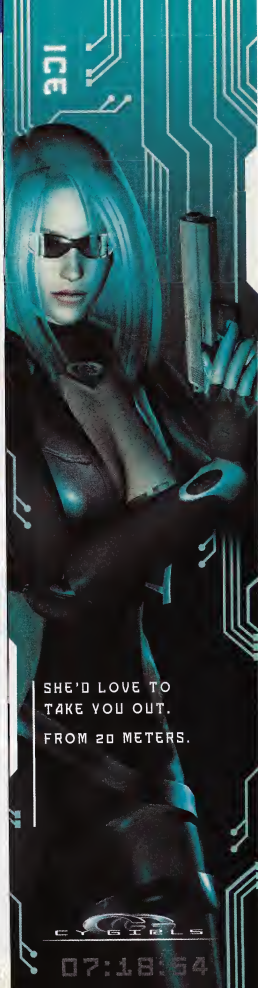
The Red Star

EP **X** Based on the critically acclaimed comic book from Archangel Studios, The Red Star is set in an alternate reality where magic and high tech collide, and, amidst a brutal war, Russia has grown to become a technological juggernaut. Accompanied by her hulking bodyguard, Kyuzo, and Makita, a combat-savvy rebel fighter, resident government sorceress Maya Antares is on a quest to locate her missing husband who was lost 10 years prior in a disastrous battle. Players assume the role of any of the three characters, each offering a completely different style of gameplay, and are hurled headfirst into chaotic skirmishes



in far-out environments hatched from the brain of comic creator Christian Gosset. The action will blend hand-to-hand combat and futuristic weaponry with powerful sorcery attacks. The Red Star will see simultaneous releases on the PS2 and Xbox this fall. —Iron Monkey

■ First Look ■ Developed and published by Acclaim
 ■ Target release date: Fall 2004



SHE'D LOVE TO
 TAKE YOU OUT.
 FROM 20 METERS.

CYBIRLS

07:18:54

Silent Hill 4: The Room

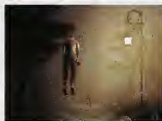
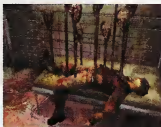


The Silent Hill series is a rare find—mature, literary, and absolutely freaking insane; it's the video-game peer of H.P. Lovecraft's tales of cosmic horror. Now, Konami's celebration of madness, the unknowingly indescribable, and the cancer that eats men's souls continues in Silent Hill 4: The Room. The latest chapter seems to be taking more of a Silent Hill 2-ish "side story" approach, telling the tale of the unfortunate Henry Townshend, a man who finds he can no longer leave his apartment except through the ominous portals that lead him into mildly disconcerting alternate realities that may or may not reflect pieces of his warped psyche.

While the basic engine and gameplay will rely a good deal on what's come before, Silent Hill 4 marks a couple firsts for the series: It's the first one that will be released simultaneously on the PS2 and Xbox, and the first to introduce segments of first-person perspective gameplay. You shall try to scream, but your voice shall be drowned in blood, and your wounds shall sing songs of anguish to the worlds below. Oh, and whatever you do, don't read this article, or you will go mad and be consumed by The Darkness of Forever before your next birthday.—*Star Dingo*

■ First Look ■ Developed and published by Konami
■ Target release date: Fall 2004

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Thief: Deadly Shadows



Stealth gameplay really took off after Thief came along and popularized the "first-person sneaker." Now that Splinter Cell and Metal Gear

have run off with the genre, Thief returns to reclaim its birthright—by any means necessary.

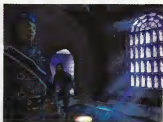
Playing as Garrett, the shifty hero from the previous installments of the Thief franchise, you are the best thief who ever lived, using stealth and cunning to get exactly what you need from the unsuspecting victims in the city. This time, however, Garrett's old pals The Keepers are crying out for his help to stop a prophesied Dark Age by stalking throughout the city and stealing hidden treasures that might stem the tide of darkness.

If you've ever played Thief before, or even Ion Storm's similarly acclaimed Deus Ex, you'll know the level of detail the developer is putting into the stealth system for the game. Ion Storm claims that Thief will boast the most sophisticated stealth engine in gaming—believable because the previous games in the series helped create the stealth/action genre in the first place.

The first version of Thief to appear on consoles, Deadly Shadows will default to a third-person view so you can see Garrett as he sneaks about. A more immersive first-person view will remain available, however, for those who want a more traditional Thief experience.

—*D-Pad Destroyer*

■ Update ■ Developed by Ion Storm ■ Published by Eidos ■ Target release date: June



Colin McRae Rally '04

X The first (and last) name in rally racing brings bigger, badder, burlier action to the Xbox in this installment. For those who haven't yet stepped into the world of rally racing, this ain't a bunch of left turns on an asphalt track; this is good of fashioned mud-splattering, undercarriage-mauling, earth-conquering mayhem where the race to the finish line can be as much about survival as speed and the powerslide is not just a time-saving maneuver but a way of life. New features include an



Expert Championship mode,

which is the toughest test yet of your rally-driving mettle, and a car-part testing system that lets you try out your latest equipment before hitting the, erm, nonroad. With 48 tracks in eight countries and a slow of single- and multiplayer modes, Rally '04 is fully stocked and ready to help you act out your childhood fantasies of offroading.—Analog Avenger

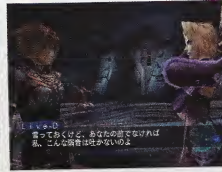
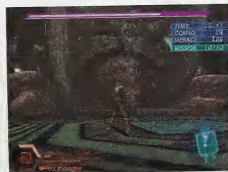
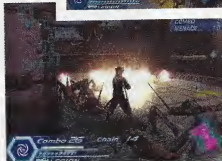
■ **First Look** ■ Developed and published by Codemasters
■ **Target release date:** March



Crimson Sea 2

P Koei's sci-fi action game returns, this time with the addition of a new female character, Feany. As in the first game, you have three modes of attack—melee, shooting, and neo-psionics—at your disposal. Even with a new character, gameplay remains mostly the same with missions having you plow through hordes of animal-like monsters. New for the series is a "Time Extend" technique, which uses part of your NP gauge to enter in a bullet time-like attack mode. Once again, all of your weapons can be upgraded using origin items, so power gamers will have a ball playing stages over again to level up. The controls in the preview build were a bit clunky with the characters having problems locking on and shooting in the right direction. Still, it looks as though Koei will deliver a solid action game.—Funky Zealot

■ **Hands-On** ■ Developed and published by Koei
■ **Target release date:** March



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CYBERSPACE, WHERE THE RULES
ARE RADICALLY DIFFERENT -
BUT THE ACTION'S EVERY
BIT AS HARDCORE.

CY GIRLS

PlayStation 2



Blood
Strong Language
Suggestive Themes
Violence

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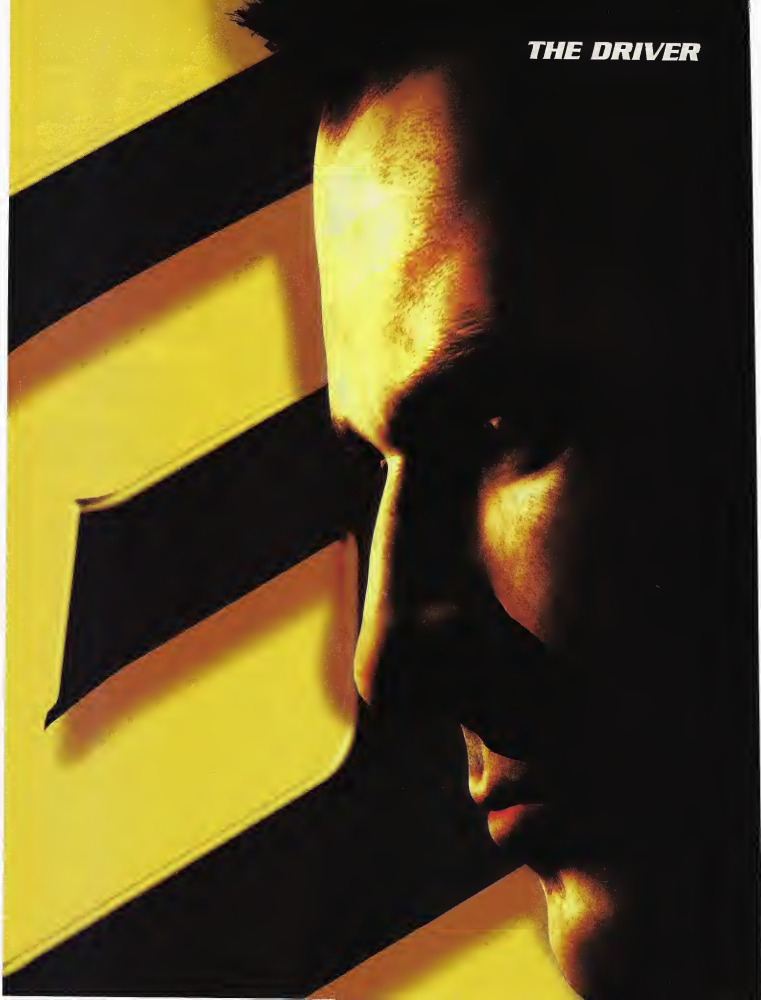
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The ESRB Ratings Guide

The interactive electronic entertainment industry utilizes a voluntary rating system developed by an independent organization—the Entertainment Software Rating Board (ESRB)—so consumers know what to expect before buying a video or PC game. The following is a quick key to the most common ratings; for a complete description, check out the ESRB's website at www.esrb.org or call 800/771-3772 for more information.

EVERYONE (E) Titles rated Everyone (E) have content suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. They may contain minimal violence, comic mischief, or crude language.

TEEN (T) Games rated Teen (T) are suitable for ages 13 and up. These games could have violent content, strong language, and/or suggestive themes.

MATURE (M) Games rated Mature (M) are appropriate for older gamers, generally 17 and up. Mature-rated games may contain more intense depictions of violence, stronger language, and, on rare occasions, sexual themes.

UPCOMING RATING (RP) The Rating Pending (RP) icon may appear in early reviews of soon-to-be-released products. Look for the actual ESRB rating icon on the game's package, check the ESRB's website, or call its toll-free phone number for updated rating information.

Maximize your video-gaming fun! Make the right purchasing choices by knowing exactly what kind of content is inside each game.

Cy Girls By Konami

As Cy Girls is based on action figures aimed at older collectors, it's no surprise that the game is quite bloody and bursting with cartoon violence. The depictions of shooting and slashing aren't overly gruesome, but the game certainly is not suitable for a younger audience.



Hunter: The Reckoning—Redeemer By Vivendi Universal Games

Chock full of blood, graphic violence, and minor profanity, Hunter: The Reckoning—Redeemer is definitely not for younger gamers. Some of the game's monsters may be unsettling, and characters make sushi out of cherished childhood friends like cute teddy bears and Santa Claus.



LifeLine By Konami

Blood, guts, man-eating monsters, and all sorts of violence. Corpses lie in their own blood, and players shoot at hideous monsters while shouting, "Tongue! Tongue!" Still, this is no Silent Hill; the creepy stuff is limited to red textures on walls and floors, and the vaguely alien look of the monsters.



Max Payne By Rockstar Games

Max Payne is one of the only M-rated Game Boy Advance games, and it earns that rating for the surprising amount of gun-related violence—blood splatters paint the walls when you shoot your enemies. There are also some references to drugs woven into the dialogue, making the story strictly for older teens who can handle it.



Metal Gear Solid: The Twin Snakes By Konami

In Metal Gear Solid: The Twin Snakes, you play as the sole member of a Special-Forces team out to thwart a terrorist plot. The game includes splashing blood, gunplay, and hand-to-hand combat. The cinematic cut-scenes and spoken dialogue can also get intense.



Nightshade By Sega

Nightshade is a very violent game with some very minor instances of sexual innuendo. An enemy's death is usually accompanied by a generous helping of stylized blood and gore, so stay away if you're squeamish.



ESRB RATINGS FOR ALL GAMES REVIEWED IN THIS ISSUE

Cy GirlsM
LifeLineM
Max PayneM
Metal Gear Solid: The Twin SnakesM
NightshadeM
Firefighter F.D. 18T
James Bond 007: Everything or NothingT
Medal of Honor: InfiltratorT
Onimusha Blade WarriorsT
Activision AnthologyE

Bombberman JettersE
Harvest Moon: A Wonderful LifeE
Justice League ChroniclesE
MX UnleashedE
Phantasy Star Online Episode III: C.A.R.D. RevolutionE
Pokémon ColosseumE
Romance of the Three Kingdoms IXE
R-Type FinalE
Star Wars: Flight of the FalconE

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Metal Gear Solid: The Twin Snakes

Metal Gear Solid: The Twin Snakes Is a disappointing remake of the 1986 PlayStation version.



It's almost impossible to evaluate Metal Gear Solid: The Twin Snakes without holding it up to the PlayStation original. It sounded great on paper: Remake one of the greatest games ever created with enhanced graphics, new voices, and additional character abilities, and it can't miss, right? Oh, yes, it can.



PROTIP: To collect Meryl's dog tag, shoot her with a round from the M9 and keep picking her up until the item falls on the ground.



PROTIP: Except for Chaff Grenades, don't use weapons against the Ninjas—if you do, he'll draw his sword and inflict heavy damage.



PROTIP: To increase your Grip Level, dangle from a ledge and then simultaneously press and hold L and R to perform a chin up. When you get tired, press Y. Repeat the process.



PROTIP: After you subdue an enemy guard, stash his body in a locker so other soldiers on patrol don't find him and then trigger an alarm.

The Director's Cut?

With the success of the Resident Evil PlayStation remake on the GameCube, retrofitting MGS in a similar fashion probably seemed like a slam dunk—especially with Silicon Knights (of *Eternal Darkness* fame) playing a key role in the development. Starring Snake, an all-around, self-loathing, one-man army who must prevent a group of terrorists from launching a nuclear missile, MGS has a stealth-is-best emphasis that's apparent in some of today's most popular

titles (Tom Clancy's *Splinter Cell*, for instance). Coupled with the innovative play engine are riveting cinema cut-scenes that actually heighten the suspense of onscreen action and further immerse you in the plot.

But in translating the game from the PlayStation to the GameCube, a lot gets lost. For MG vets, playing *Twin Snakes* isn't a new gaming experience, per se; rather, scenes and events slowly unfold, and the first thing that pops into one's head is how much more enjoyable it was the first time, along with the frequent query, "Why did they change that?" You don't notice what's been added as much as what's been taken away.

The (Dis-)Union of the Snake

The revisions are most noticeable in the cinema cut-scenes. The original sequences were tightly constructed and kept the plot on track. In *Twin Snakes*, they're self-consciously riddled with fancy "bullet-time" slow motion and other gratuitous, overdramatized effects (for instance, the wall portraits during the battle with Psycho Mantis are especially grating) that do little but draw attention to themselves. The gameplay has also undergone an overhaul—or in this case, a transplant—as the MGS2: *Sons of Liberty* abilities (dangle from railings, use weapons in first-person view) and weapons (like the M9) are available here; yet they aren't necessary to pass MGS's levels, which remain almost unaltered from the original designs.

One big hook of *Twin Snakes* is the razor-sharp graphics, which are loaded with fine details. Here, too, though, *Twin Snakes* sabotages itself with a flagging frame rate and bouts of slowdown that occur when too much activity crowds the screen (that is to say, often). In *Twin*'s corner are responsive controls that work well with the multifaceted interface and solid sound effects. Overall, *Twin Snakes* isn't a bad game by any stretch, but as an opportunity to enhance an already awesome gaming experience, it misses the mark. Those who have never played *Metal Gear Solid* may rate *Twin Snakes* higher, but for seasoned vets expecting an enhanced or even somewhat new *Metal Gear* experience, *Twin Snakes* does not equal a better game.—Major Mike



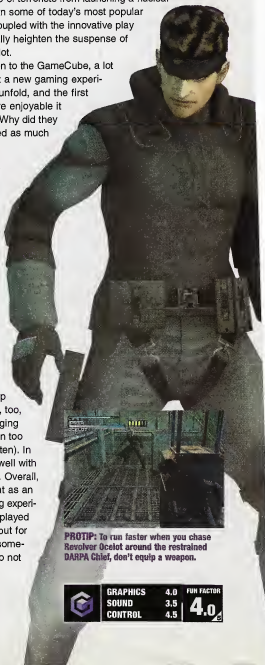
Developed by KCE/Silicon Knights

Published by Konami ■ \$39.99 ■ Available March

Action/adventure ■ 1 player



PROTIP: After firing a few rounds with a pistol, quickly (but lightly) tap it twice to reload without pausing.



PROTIP: To run faster when you chase Revolver Ocelot around the restrained DARPA Chief, don't equip a weapon.



GRAPHICS 4.0
SOUND 3.5
CONTROL 4.0



Death from Above



Rain destruction on your foes from the back of a flying, fire-breathing dragon.
Dogfight airborne enemies in 360 degrees within massive environments.



James Bond 007: Everything or Nothing

No tired shaken-not-stirred quips—honest. Just a darn good Bond game at long last.



James Bond returns to the small screen in his finest performance yet on this generation of consoles. 007: Everything or Nothing's high-octane action accurately captures the spirit of Bond with a snappy variety of hijinks and a roster of talent that packs in Hollywood stars like sardines.

On Her Majesty's Secret Service

Everything or Nothing represents a sizable leap forward in EA's line of 007 games. The star-studded cast would've been suitable for an actual movie; instead, EON's original tale deploys the likenesses and voices of Pierce Brosnan as Bond, Judi Dench as M, John Cleese as Q, Shannon Elizabeth and Heidi Klum as Bond girls, and Willem Dafoe as Nicolai Diavolo, a villain bent on a plot involving nanobots. The camera has been pulled back to a third-person perspective, which adds to the authentic Bond atmosphere and pervasively cinematic feel by putting his famously dashing self on the screen.

Also maintaining that Bond spirit, 007 tackles a crazy number of gameplay styles—he mans tank turrets, drives cars and motorcycles, flies helicopters, sneaks through shadows, and blazes away with all manner of weaponry. EA also dispensed with the cheesy dialogue and chintzy gadgets that made earlier games ring false. 007 makes great use of awesome gizmos ranging from a spider drone to a belt-mounted rappel that lets him climb or descend at will. Solid multi-player support comes in the form of two-player cooperative missions and four-player arenas, while the PlayStation 2 version offers online co-op play.

Innovative controls help you manage the switch to third-person...mostly. Targeting happens via a lock-on system, but sometimes it can be hard to light up the target you want. With practice, you learn that 007 must be facing an enemy to target him, regardless of where the camera is facing. Counterbalancing that is the effective cursor within the cursor—once you lock on, you can steer a small dot with the right stick to fine-tune your aim and go for head shots. The Spidey-like Bond sense, which activates when the game's paused, helpfully highlights rappel points, selectable objects, and more. Everything else performs smoothly, which is impressive given how many different tasks you undertake in this game.

View to a Kill

EON is no mindless shooter. If you don't wisely use the new crouch and back-against-the-wall moves, you'll be sliced to ribbons out in the open—fast. The enemy A.I. pulls its weight, using cover well and reacting to player tactics with reasonable intelligence. The lack of checkpoints or in-game saves, along with the sometimes-stingy supply of health and ammo, means that frustration can become a factor, though not to an agonizing extent. Surprisingly, this adds up to a game that feels aimed more toward hardcore gamers than you might expect.

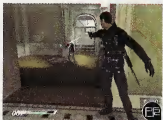
On the presentation side, EON delivers high quality and a big-budget feel. The differences between the PS2, Xbox, and GameCube versions are marginal at best, so it's a matter of picking your favorite controller or perhaps the Xbox's slightly better graphics. Across the board, the slick environments, cut-scenes, and character faces shine, although some of the animations are awkward, particularly when 007 runs. A great title song by Mya, strong voice acting, and booming sound effects complete the package.

Like the better Bond films, EON delivers exactly what you expect and hope for, and that's a good thing. This action extravaganza definitely brings 007 in out of the cold.—*Air Hendrix*



■ Developed and published by EA Games ■ \$49.99 ■ Available now ■ Action ■ 4 players

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PROTIP: The other key skill is crouching or putting your back to a wall before engaging enemies. Don't linger in the open or try to fight from an exposed position—it's fatal.



PROTIP: In *A Show of Force*, the main tank gun is sometimes too slow. Switch to the machine gun to battle helicopters and foot soldiers with antitank rockets.



PROTIP: The most important skill is mastering the lock-on targeting—make sure that 007 is facing the enemy you'd like to shoot.



PROTIP: In *Marl-Gas Mayhem*, use the electromagnetic grapple to slow the time while you pound it with missiles.



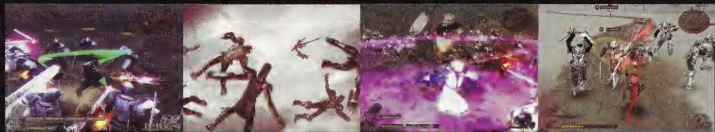
PROTIP: In *Vertigo*, use stealth kills as long as possible to make the level much easier. Crouch in the shadows and go for head shots with a silent weapon.

**GAMEPRO
EDITORS' CHOICE**

EA	GRAPHICS	4.5	FUN FACTOR	4.5
	SOUND	4.5		4.5
	CONTROL	4.5		4.5
X	GRAPHICS	4.5	FUN FACTOR	4.5
	SOUND	4.5		4.5
	CONTROL	4.5		4.5
P	GRAPHICS	4.5	FUN FACTOR	4.5
	SOUND	4.5		4.5
	CONTROL	4.5		4.5



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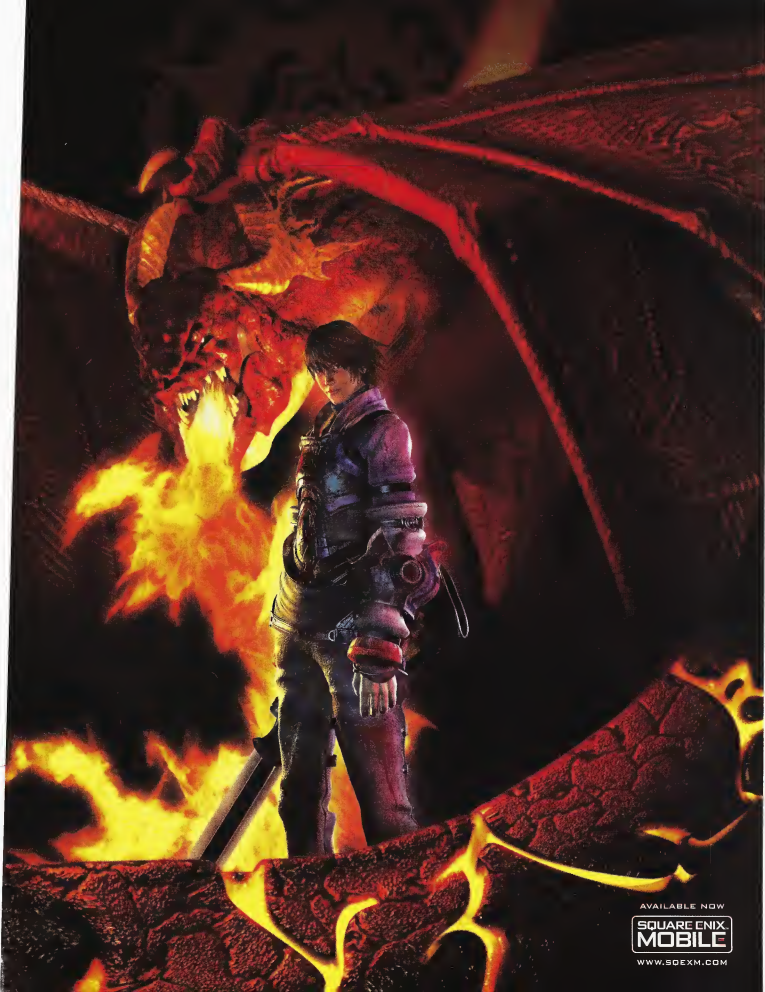
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PlayStation.2





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PROTIP: Learn to counterattack off your blocks. Press and hold R1, and then immediately fire off a move like a dash attack (tap →, →, □).



PROTIP: When you're surrounded, press △ to escape with the Emergency Evasion move, but learn to quickly counterattack in the process.



PROTIP: Never pass up the opportunity to capture a few souls by pressing ○. In multiplayer, you won't survive without doing so.



PROTIP: During multitiered battles, an opponent with a ranged weapon can really hurt you. Seek him out and destroy.

Onimusha Blade Warriors

With Onimusha 3 looming on the horizon, Capcom's keeping the fires burning by going old school with a fighting game set in samurai-era Japan.

A fighting game from Capcom comes as no surprise, but Onimusha Blade Warriors brings some interesting twists to the genre. In addition to the expected head-to-head battles, the game engine orchestrates melee-style four-character contests across multitiered environments. Also, you can build up the martial art skills of your chosen champion by playing through the Story mode, which your fortified fighter can use in regular matches. The gameplay is 2D, of course, but it unfurls a compelling march down the warrior's path.

Way of the Warriors

Set in the Onimusha universe of demon-infested ancient Japan, Blade Warriors assembles an impressive stable of fighting talent. All key characters from the first two Onimushas are on hand with 14 of them selectable at the get-go. Capcom promises a dozen hidden characters from its other games, too, with Mega Man being maybe the most tantalizing. The warrior graphics are sharp: They look very sweet and fairly capture the visual style of the original games.

In Story mode, you can play as villain or hero, depending on what fighter you'd like to strengthen. Each one plays through five compact levels set in a scenario in keeping with his, her, or its Onimusha roots. The Story mode is a cool way to practice and build skills at the same time, even if it's brief. (There's also just enough of a taste of the action/adventure gameplay to keep Onimusha fans insidiously hungering for the next installment, too.)

You'll need to hone your skills, too, as the head-to-head contests are fairly vicious. The A.I. is bloodthirsty and gives no quarter; and the animation in this game is fast. Fighting gamers who have been out of practice should prepare for a healthy workout here.

But if you have a four-player adapter, multiplayer battles are the way to go. Of course, multilevel swordfests are mad free-for-alls. Most levels consist of three playable tiers, and although you need to practice moving vertically, it's a kick and a half once you get it down. With Story mode, head-to-head combat, and multiplayer melees, it's like getting three games in one.

Onimusha Tactics

The controls overall are tight with crisp response for the most part. Opponents tend to swarm around you, and even in head-to-head mode, the A.I. is nimble and sneaky. Sometimes you're hard pressed to spin quickly around or counterattack after you take a hit.

There are plenty of swordfests and magic attacks to master. Fighting-game fans should have a field day figuring out combos for the diverse range of martial artists. It's going to take some serious play time to build up all the characters, too. Replay value is high if fighting games are your specialty.

The Last Samurai?

Topnotch fighting games are few and far between. Onimusha Blade Warriors would rank near the top of the class even in the genre's hey days. If you have the Onimusha itch, check this out. And if you haven't unsheathed a blade in while, maybe it's time to test your skills.—Atomic Dawg

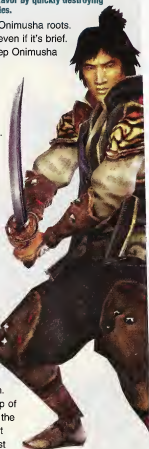
■ Developed and published by Capcom ■ \$39.99
■ Available March ■ Fighting ■ 4 players



PROTIP: The longer you hold □ for the Lightning Flash, the more powerful the attack is; however, a quick Flash is effective, too.



PROTIP: Master the Finisher (press × to jump and then simultaneously press ↓ and □). This coup de grace helps push the odds in your favor by quickly destroying downed enemies.



FE	GRAPHICS	4.0	FUN FACTOR
	SOUND CONTROL	4.0	

4.0

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PlayStation 2



PROTIP: Be careful about reloading. Flee to a safer spot and say, "Reload!" before you run out of bullets, or Rio will take time and Reload herself, ruining your shot timing.



PROTIP: The hand-looking squid things aren't easy. With perfect timing, you can shoot their tongue as they attack you for a one-shot kill, or you can wait until they rear up and then shoot them in the eye.



PROTIP: The leeches are annoying but not so tough. You can kill most of them by waiting until they stand up and then shooting their stomachs; many will die with one shot.



PROTIP: Those caterpillars are jackhoppers. Just have Rio shoot out the Night Eye, Left Eye, and Middle Eye, and then tell her to shoot the Red Eye that appears. If it's still up, shoot out its Tail and Mouth until it dies.

LifeLine

LifeLine can hear you talking, but it's not clear whether or not it's really listening.

EP The concept is both interesting and irresistibly sci-fi: a survival/horror-type title in which you use voice-recognition technology to guide the main character through the game by barking orders and giving commands. LifeLine has a lot of merit as a technology demonstration, but as a game, it's a bit like talking to a wall.

"Tongue! Tongue! Dammit!"

LifeLine's premise is a really cool one: A disaster aboard a space station has trapped you in a monitor room where you can control only certain locks and computers, and communicate with one woman, a waitress named Rio, who found a headset that enables her to hear and speak to you. You're the all-seeing eye, charged with telling her where to look, instructing her on which rooms to check, and guiding her through combat with little more than your voice. The whole thing works on a list of preset keywords: If you say, "Dodge and shoot," she'll dodge first and then shoot. If you say, "Check the bed, run," she'll turn and run toward the bed.

In practice, this mechanic cobbles wildly between mind-blowingly cool and frustratingly inconsistent. You'll waste health capsules repeatedly because Rio thought you said, "Recover" when you really said, "Living Room." Combat is especially nerve-wracking because in the heat of battle, your pronunciation will tend to blur a bit, and Rio will reload when you tell her to flee, dodge when you tell her to shoot a monster in the mouth, and just run around seemingly at random when you tell her to heal herself. At other times, though, the game will surprise you with its intelligence. Say, "How do you feel about the Prime Minister," and Rio will tell you all about her feelings on the subject. The system is as uneven as it is cool, and it's hardly reliable enough to build a game upon.

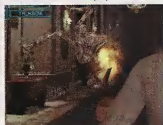
"Check the Bed...No, the Bed!"

The voice system aside, LifeLine doesn't offer a whole lot that other games don't. It's not nearly as creepy as a good survival/horror game, and there isn't enough to do in the game for it to compete with graphic adventures like Broken Sword. LifeLine is extremely slow paced with short bouts of frustrating combat among a bunch of cut-scenes. Graphically, the game is just about average; in a lot of areas, you'll have a hard time knowing what you're looking at (Is that a pipe? A pole? A stick?), and you have to be pretty precise when telling Rio what objects to check. Thankfully, the game's sound is pretty good with less-horrid-than-usual voice acting propping up this sound-dependent game.

Sexy Pose

Overall, LifeLine is a fantastic concept upon which an average game lies. Play it as a curiosity and an example of innovative technical game design, and you'll enjoy yourself. If you're expecting the end of the survival/horror genre as we know it, however, you're barking up the wrong tree. —D-Pad Destroyer

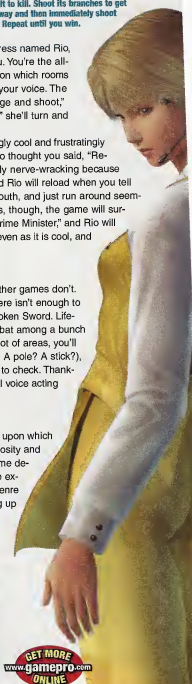
EM ■ Developed by SCE ■ Published by Konami ■ \$39.99 ■ Available March ■ Adventure ■ 1 player



PROTIP: Often, Rio will rely on you to say the right thing at the right time, but it won't always be clear what the right thing to say will be. If "Talk Now" appears during a sequence, it means the game is expecting you to say something.



PROTIP: The plant creature in the Service Staff Quarters isn't very difficult to kill. Shoot its branches to get them out of the way and then immediately shoot one of the eyes. Repeat until you win.



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EP	GRAPHICS	4.0	FUN FACTOR
	SOUND	4.5	
	CONTROL	2.5	
		3.0	

Nightshade

Hibana gives you a glimpse at the softer side of Shinobi.

PS 2002's Shinobi split the ninja-lovin' world cleanly in twain: the haters who reviled it for being too hard and the lovers who attained sacred oneness with their PS2 controllers, proclaiming the gameplay a work of unique genius and professing that the others just didn't "get" what developer Overworks was trying to do. Here, now, is Nightshade, her touch hoping to heal.

The Curse of Shinobi

Nightshade puts you in control of a female ninja named Hibana, who is on a mission to recover the shards of the shattered soul-sucking blade Akujiki (the one that nearly killed poor Hotsuma in Shinobi). Despite the fact that there's a new character taking the lead, the structure is pretty much the same as Shinobi's. The unique-once-you-figured-it-out gameplay of Nightshade's predecessor has been left entirely intact: Dashing is still important, and linking together attacks plays a huge part in battle as every successive enemy you kill in a row adds to your attack power (a key technique for some of the later levels). There are no puzzles to solve or shops to visit; fighting and finesse are the whole crux of the game.



PROTIP: To get behind a blocking enemy, press and hold R1 to lock on, then simultaneously press ← or → and X.

Kunoichi

A number of things have been done to make the gameplay simpler for those who were instantly frustrated by Shinobi's. The blade doesn't suck your life out if you don't perform killer combo attacks. A handy little timer also shows you how much time is left before the combo chain "breaks" and you go back to square one. There aren't nearly as many overly treacherous, evilly placed gaps; incorrectly performing a midair combo no longer means instant death and frustration. Even when you do die, you can retry indefinitely at more frequent intervals. By no means does this make Nightshade an "easy" game; it's still a challenge (some bosses, especially) and quite rewarding if you're particularly skilled at the combat system, but if you beat Shinobi, this will seem like a training mission.

The graphics in Nightshade are stronger than those in Shinobi with more varied character and enemy designs, and levels that don't rely so much on right angles and hallways. The enemies and structures still consist of rather simple polygons, but the game moves quickly enough that you'll barely have time to take close stock of your surroundings. Well-crafted CG sequences, decent voice acting, and solid sound effects round out things nicely.

The control scheme is sublimely genius, letting you perform midair attacks and dash around foes with poetic ease. The manual camera is still a bit too loose, though, and leaping and running against walls isn't as reliable as you'd like it to be.

A Woman's Touch

Nightshade is a strong follow-up to a clever game that was a bit too nuanced for its own public profile's sake. No, the hardcore Shinobi fans may never see their skills so rigorously tested again, but it's still good to see a misunderstood idea given another chance to prove its worth.—*Star Dingo*



Developed by Sega Wow
Published by Sega \$49.99
Available now Action 1 player



PROTIP: To make an effective Tate combo chain, go after the weakest creatures first and work your way up to the strongest.



PROTIP: If you find a dead end that ends in a square concrete room, it's a "skill room"—deliberately slow down your pace and let the enemies respawn for a huge Tate bonus.



PROTIP: You can reach greater heights if you lock on to an enemy, double jump, and then dash toward the enemy.



PROTIP: The general rule for boss fights is this: Concentrate on avoiding damage until the boss's minions (generally four "regular" enemies) show up...



...then kill the minions in a chain. Unleash a flurry on the boss while your sword is fully powered. You can't kill bosses in one hit like you can in Shinobi, but this move is still effective.



GRAPHICS
SOUND
CONTROL

4.0
4.0
4.5

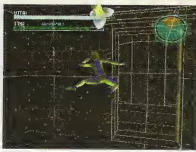
FUN FACTOR
4.0

Cy Girls

PE Mixing a Charlie's Angels vibe with virtual hi-tech elements from anime hit *Ghost in the Shell* sounds like an interesting concoction. Unfortunately, *Cy Girls* mashes together every tired action formula you can imagine and does it badly at that.

Let's Backtrack!

It's one thing for a game to make you jump through hoops, even the same hoops over and over again as long as it's fun. The level designs in *Cy Girls* have you go through each of its missions in basically the same way—you reach a point you can't pass, backtrack to the thing you need to advance, explore the level a bit more, backtrack to advance, and endlessly repeat. Later levels pile on the complexity by closely tying to-



PROTIP: Diving out of cyberspace doesn't cancel out whatever you've accomplished, so escape if you're running low on time.



PROTIP: Perfectly timed and positioned flips will net you a cool cinema-style kill.

gether the "virtual world" to the real one and requiring even more backtracking. It's not very creative, but other games have made it work to some degree; *Cy Girls* doesn't make it work and fails to give you any compelling reason to continue playing.

That's not to say *Cy Girls* has nothing to offer because there are several features worth mentioning albeit with caveats. The graphics are quite good in spots, although repetitive backgrounds detract from the overall presentation. Effects like reflective surfaces and the look of character animations point to a respectable amount of attention to detail—Ioe's varied shooting tricks in particular are quite cool. The virtual world concept has potential and could hopefully be salvaged for another effort, but it seems only halfway executed here.

The game tries a control scheme similar to that of a first-person shooter, but it takes a lot of getting used to and never manages to feel natural. A beginner's mode that takes care of camera-angle management is offered, but it's very clunky and often places the view in awkward positions.

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Moving servers and boxes around sounds fun, right? Right?!



PROTIP: Hit floor triggers on opposite sides of these columns by aiming toward the top of upside-down triangles on the wall.

Cy Ya Later

The story doesn't need to be a masterpiece in an action game, and the voice acting can be cheesy if the game has that tongue-in-cheek feel. *Cy Girls* does get the wacky voice thing down and executes it well enough, but the story is so convoluted and boring that it just sucks out your motivation to find out what happens next. Further draining any enthusiasm you may have is the monotonous background music. Each corridor and hallway feels that much more similar when listening to the same tune play on and on.

You would have to be an insanely devoted fan of the action-figure line from which the characters originate and a fan of repetitive level exploration to gain any type of enjoyment from *Cy Girls*. It all seems like such a waste as there are ideas present that could have made a good game great, but in a bad game like this, they only manage to bump the score by a point.—Tokyo Drifter

PE ■ Developed and published by Konami ■ \$39.99
■ Available March ■ Action ■ 1 player

PE	GRAPHICS	3.5	FUN FACTOR
	SOUND	3.0	
	CONTROL	3.0	
		2.0	

Firefighter F.D. 18

PE Fire: As a creative impetus, human culture as we know it wouldn't exist without it. As a force of destruction, it has no equal. Metallica said to fight fire with fire; Konami says fight it with an interminably long hose, a fire extinguisher, and a water cannon in its innovative Firefighter F.D. 18. As weep-prone custodian of the flame, Dean McGregor, you run afoul of a Kentucky-fried arsonist while braving raging traffic-tunnel blazes, elevator-shaft infernos, and high-rise holocausts to evacuate trapped civilians before they become human BBQ. A harrowing nail-biter, Firefighter's claustrophobic thrills hinge upon treacherous levels that force you to creep carefully while clearing paths through smoldering deathtraps and avoiding combustible chemical tanks, live electrical wires, backdrafts, and flying wreckage as pillars drop around you, floors collapse, and billowing smoke obscures your vision.



PROTIP: When up against the Angel Fire, take out the flying jackets first, then concentrate on the main blaze.

The game's indulgence in anthropomorphic absurdity works for it as fire is not so much a force of nature but a cunning, demonic presence relentlessly obsessed with destroying in minutes what has taken man years to build, and it huris you into near-biblical wars against gargantuan boss fires flanked by flame-covered kamikaze jackets and howling torнадо creatures. Despite a contrived love story, limited camera control, and levels that tend to drag, Konami has provided a refreshing change of pace in this punishing man-versus-nature offering that it requires you to stem the tide of destruction and actually save lives for once.—Pong Sifu

PE ■ Developed and published by Konami ■ \$39.99
■ Available March ■ Action ■ 1 player

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PROTIP: Pay attention to different-colored fire—you'll have to adjust your nozzle type depending on the flame.

PE	GRAPHICS	4.0	FUN FACTOR
	SOUND	4.0	
	CONTROL	3.0	
		4.0	

R-Type Final

RE Releasing a 2D side-scrolling shooter may seem like suicide in today's 3D-happy, hi-res-heavy world, but R-Type wouldn't be the game it is if it were anything but 2D. Fortunately, the classic Irem shooter play mechanics are fully intact, but this time, they're matched to a dynamite polygonal graphics engine that takes advantage of the PS2's processor power.

Use the Force (No, Not That Force)...

Along with Gradius, R-Type became one of the most faithful—and difficult—shooter series ever created. The premise is simple: You pilot a small ship through several stages, blast enemies, and collect power-ups to give your weapons a bigger bang. R-Type features an item called Force, a small sphere that attaches to the front or back of your ship and can be used as a battering ram or launched and then drawn back toward you and reattached. Force accumulates damage, and it can unleash a screen-clearing bomb of some sort when it reaches its peak level. Despite the multiple functions, the simple and adjustable controls keep frustration to a minimum.

The Last Starfighter?

Final is a difficult game even with its multiple skill settings, and it relies on a gamer's patience for trial-and-error and memorization as it does deft skill and trigger-finger firing. Unfortunately, one other "trademark" R-Type element is also present: slowdown that kicks in whenever the special effects and onscreen activity get overly intense. Although the mechanics are 2D, the action has a 3D feel that's due mostly to the constantly changing sharp polygonal surroundings and enemies that attack from every conceivable direction. Final packs awesome replay value with over 100 space cruisers that can be unlocked if you fulfill specific requirements during play. For fans of the genre who thought 2D shooters were phased out to extinction, R-Type Final is a sweet reminder that some types of tried-and-true gameplay never go out of style.—Major Mike

RE ■ Developed by Irem ■ Published by Edios Interactive ■ \$29.99 ■ Available now ■ Shooting ■ 2 players



PRO TIP: Depending on your score at the end of a Stage or the total hours you've been playing the game, you can unlock new fighters.



PRO TIP: Once you've acquired a Force, launch it at enemies that are lined up in a row.



PRO TIP: Speed can kill if you have too high of a setting; the best all-around speed is Level 3.

RE	GRAPHICS	4.0	FUN FACTOR
	SOUND	4.0	4.0
	CONTROL	4.5	

MX Unleashed

RE By combining impressive physics, slick controls, vast environments, and fantastic animations, developer Rainbow Studios (ATV Offroad Fury, Splashdown) has crafted a challenging and addictive motocross racer that successfully delivers a realistic riding experience without getting so caught up in many nuances that immediate fun is sacrificed.



PRO TIP: Pull back the right analog stick before hitting the crest of a hill to gain more air and more time to string together tricks.

Featuring a slew of sprawling, outdoor motocross courses and treacherous under supercross tracks rife with hairpin curves, jumps, and obstacles that you contend against, the main name of the game in MX Unleashed is to cross the finish line first, though you are encouraged to string together tricks when airborne to rack up points, which you can use to unlock new vehicles and tracks. Unleashed has some crunchy sound design, bursting with roaring engine effects, although the staple X-xtrme sports nu-metal soundtrack feels more like a hard thigh massage than a kick in the teeth. Smooth handling is complemented by solid physics, while the opponents boast A.I. that is much more balanced than Freestyle's rubber-band rivals. Challenging and addictive, motocross fans could do much worse than throwing down the nickel for this one.—Iron Monkey

Also on the Xbox

RE ■ Developed by Rainbow Studios
■ Published by THQ ■ \$39.99
■ Available now ■ Racing ■ 2 players

RE	GRAPHICS	4.0	FUN FACTOR
	SOUND	4.0	4.0
	CONTROL	4.5	

Bombberman Jetters

RE For the uninitiated, Bombberman pits up to four players in an arena, where they try to dispose of each other with explosives. As the second Bombberman game for the GameCube, Jetters' one-player game is a decent time-waster that involves plenty of exploration and random puzzle-solving through pyrotechnics. There's a plot, too—some nonsense about a Dark Star hurtling toward Planet Bomber. No, Bombberman has always been about multiplayer mayhem with four people, and Jetters provides enough creatively constructed arenas and options to keep vets and newbies alike enthralled for hours (anyone who's played Bombberman can attest to the game's addictive qualities). Although the graphics are simple, they get the job done, and the only drawback



PRO TIP: If you collect the Poison icon during a multi-player game, share the joy by infecting the other players.

is you can't revert to the classic overhead "flat" view (there's an isometric slant). The sound effects shine, too (when they aren't interrupted by the juvenile announcer), and the whimsical music strikes a "bombing" mood. Jetters may not have the multi-player diversity of a Mario Party, but for primitive addiction, it plays to form.—Major Mike

RE ■ Developed by Hudson Soft
■ Published by Majesco
■ \$19.99 ■ Available now
■ Action/strategy ■ 4 players

RE	GRAPHICS	4.0	FUN FACTOR
	SOUND	3.5	4.5
	CONTROL	4.5	

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Too Many MMOs?

The MMORPG world is filled with two types of games: EverQuest (and its clones) and a handful of unique titles that have dared to diverge from the norm. In general, the EQ clones have all found their own audiences over time, and the less derivative titles have been left to eke out niches from the fringes of the market of MMO gamers. No one would argue that Anarchy Online or Earth & Beyond—two of the more innovative MMOs in the biz—have found blockbuster sales, but they're still going fairly well. One of the magical strengths of MMOs is that they all tend to find their own audience as if each title spontaneously generates a cloud of thousands of hardcore MMO fans on the day of its release.

This month's PC section is almost entirely dominated by MMORPGs with the impressive City of Heroes leading the way and Middle-Earth Online and The Matrix Online rounding it all out. These bring the MMORPG

total to (let's see... quick math here) a lot, and people are starting to wonder if the target audience is going to get stretched too thin. With EverQuest, Dark Age of Camelot, Ultima Online, and Star Wars Galaxies out there keeping strangleholds on their respective players, can games that are more or less similar to those actually succeed? Few fans of the genre play more than one such game simply because of the time investment required, and most tend to stick with the MMO games they played first. If you spent two years building a Level 65 character with über loot, would you drop him to start over on a new game?

Time will tell. This genre has gotten much larger than many people thought it could, so there's no telling how much bigger it could get.

—D-Pad Destroyer

City of Heroes

PC Innovation in MMORPGs appears to move slowly with each generation improving only marginally on the previous games. City of Heroes, however, seems to represent a major leap forward in both technology and design.

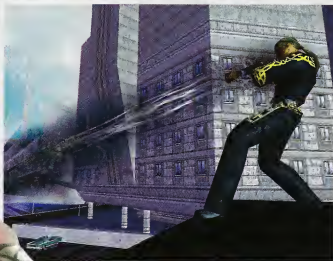
In City of Heroes, Paragon City is recovering from a major disaster in which it lost most of its major superhero protectors. As a new hero, you and others take it upon yourselves to help rebuild the city. Along the way, you'll meet tons of other players and team up with them against the evil that threatens Paragon City.

Being a superhero game, City of Heroes has to do some things differently from the way other MMORPGs do them. For one, you can't have superheroes without the power of flight, and so City of Heroes has a slick flight system that enables you to soar to the tops of the city's buildings and hover above battles. Of course, some bad guys can fly, too, so you'll find yourself in mid-air combat or aerial high-speed chases from time to time. Other iconic powers, such as super speed, gadgets, invulnerability, and more, are all available to heroes as they gain power. City of Heroes also does away with the typical "stats and skills" system other games use, instead opting for simplicity by basing your effectiveness entirely on your character's powers and abilities.

Of course, part of any superhero tale is the costume, the brightly colored outfit that announces a hero's presence and identity. When you make your character, you'll choose from a staggering amount of outfit options. Considering that each server will likely host roughly 3000 players, you can bet that your hero will look unique and recognizable.

In a market of EverQuest clones, City of Heroes ought to turn heads by being different; but if the early version is any indication, it will get fans by being good.—Dunjin Master

■ **Update** ■ Developed by Cryptic Studios
■ Published by NCsoft ■ Target release date: April



Soldner: Secret Wars



Soldner hopes to attract shooter buffs whose current genre favorite is open-battlefield warfare where controlling a vehicle is just as fun as shooting someone point-blank. Taking a page from EA's popular Battlefield series and seriously competing with Novalogic's Joint Operations (due out at around the same time), Soldner's military might could bring shock-and-awe into tactical gameplay both on- and offline. Besides the usual selection of realistic weaponry, you can control with ease over 50 of the latest deadly and authentic ground and air vehicles, including an Abrams tank, a Comanche helicopter, and an F-22 Raptor airplane.

Although still very much in the early stages, a playable version of Soldner already offered a vast selection of impressive options in the warzone. Highly accessible databases at your home camp enabled you to select the type of weapon, equipment, and vehicle with simplicity. Controlling most of the vehicles was straightforward, requiring little or no practice, though the helicopters still needed a lot of aerial adjustments. The graphics, too, lacked the detail that's expected with this type of game, but with a promise of fully destructible environments, the landscape would truly bring new strategy to the playing field. Up to 32 people can play at one time online, and tons of character and team customizations will be available for that touch of individual pride as you pull the trigger.—*Four-Eyed Dragon*

■ Hands-On ■ Developed by Wings Simulations
■ Published by Encore/JoWood Productions
■ Target release date: March



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The Sims 2

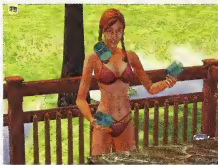
If there was ever one sequel that everyone expected, it's The Sims 2. With The Sims expansion machine finally slowing down (now that the final expansion, Makin' Magic, has shipped), The Sims 2 is your next best chance to control the lives of hapless virtual individuals.

This time, you're in control of not just a single person or family but their entire line of descendants as well. Your Sims will pass their genetic code along as they reproduce so that their children will be true genetic mixtures of their parents. As these children, you'll be able to play through generations of your Sims' families. Guiding your

Sims through major life events, like marriage, birth of a child, etc., will be a huge focus of the game, and how you handle each event will influence the way your Sims grow and develop.

Of course, you can't have The Sims without social interactions, and the sequel will feature many more possible social moves for you to use as well as additional hair and clothing options. The sequel features Sims that are much more intelligent and aware, and new animations enable them to more clearly show their moods and reactions.—*D-Pad Destroyer*

■ Update ■ Developed by EA GAMES
■ Published by EA GAMES
■ Target release date: March



The Movies

Pf you've ever wanted to make movies or even just control the lives of those annoyingly spoiled Hollywood actor-types, then *The Movies* might be the game of choice for you. Developed by Peter Molyneux's Lionhead Studios, *The Movies* focuses on three main situations: developing your studio, nurturing your relationship with your studio's actors, and creating your own mini-movies.

Covering the time from 1900 to 2010, *The Movies* casts you as a director for a major Hollywood studio. You build your studio, hire actors, and decide how you want to handle said actors. As you progress through time, you research new advances, such as "talkies" or color films, and control the types of films your company produces. When you make a film, you actually create a mini-movie that you can export and trade online, complete with your own soundtrack and subtitles. *The Movies* will enable you to choose how involved you want to be; you'll be able to micromanage every little thing or let the game handle all the gritty stuff so you can concentrate on making art.

Molyneux pretty much helped create the sim genre, so that alone ought to raise confidence in *The Movies*. Budding PC filmmakers would do well to keep an eye on this one.—*D-Pad Destroyer*

- **First Look**
- **Developed by** Lionhead Studios
- **Published by** Activision
- **Target release date:** Fall 2004



Sacred

PAction/RPGs are becoming all the rage on consoles, but no one needs to be reminded that they pretty much started on the PC with *Diablo*. Now, Encore has grabbed the rights to publish *Sacred*, an action/RPG by U.K. developer Ascaron Entertainment, and it's settling out new rules for the genre on the PC.

First off, *Sacred* features playable characters never before seen on the PC. While the Gladiator, Ranger, Assassin, and Battlemage are cool, the Vampiress and Seraphim really take the cake. The former is a female warrior by day who becomes a vampire by night, complete with the ability to convert fallen enemies into vampire slaves, while the latter is an



angelic character with powerful light-based abilities. When you begin playing *Sacred*, over three-fourths of the world will be open to you for exploration; there's no enforced "Act" structure like there is in most of these games. You can follow the story line and its 30 main missions, or you can go exploring and complete over 200 side-quests throughout the world. A multi-

player mode further extends gameplay with a 16-player online Capture-the-Flag mode, a four-player cooperative Story mode, and more planned as the game nears release.—*Durjin Master*

■ **First Look** ■ **Developed by** Ascaron Entertainment
 ■ **Published by** Encore ■ **Target release date:** Spring 2004



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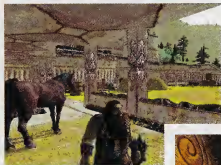
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Middle-Earth Online



P If you look at the current crop of MMORPGs out there, you'll see the influence of J.R.R. Tolkien everywhere. Developer Turbine (creators of Asheron's Call) and publisher Vivendi Universal Games figured it was about time someone actually created an online Middle-Earth and stopped fooling around with thinly veiled homages to the ultimate fantasy tale.

If the idea of playing in Middle-Earth isn't enough to pull you in, maybe knowing you can play as an elf, dwarf, human, or hobbit would. Being able to adventure in Moria, hang out with Elrond,

and forge items and weapons as powerful and legendary as Sting or the Horn of Gondor ought to get online fantasy fans' robes in a wrinkle. You'll get to battle with orcs, spiders, barrow wights, and the Nazgul as you and your friends fight back the tide of corruption in Middle-Earth.

Middle-Earth Online will join a genre already bursting with Tolkien-esque fantasy, and it will be fighting for the attention of gamers who likely already have high-level characters in other games. It remains to be seen whether The Lord of the Rings license (based on the books not the movies) will be enough to gather an audience for Middle-Earth Online.—*Dunjin Master*

■ **First Look** ■ Developed by Turbine
 ■ Published by Vivendi Universal Games
 ■ Target release date: Fourth Quarter 2004



The Matrix Online

P There are actually two types of MMORPGs out these days: the Tolkien-inspired epic fantasy romp and *The Matrix*-inspired epic sci-fi romp. The Matrix Online is, as you'd imagine, among the latter.

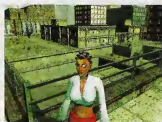
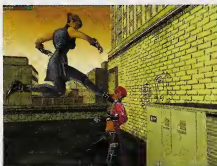
Not just inspired by the films, *The Matrix Online* is actually being developed by the Wachowski brothers, along with first-person-shooter legend Monolith. You play as a mind that has

recently been freed from the Matrix and join that all-powerful computer construct as it is at the end of *The Matrix: Revolutions*. The game will come complete with all the sunglasses, leather outfits, and insane fighting action you would expect from *The Matrix*, as well as a download-and-trade skill development mechanic that will have you learning how to fly a helicopter in seconds. Need to fight? Bam! Now you know kung fu!

On top of *The Matrix* coolness, you'll also find plotlines that continue the story beyond the third movie; meet characters like the Oracle and, possibly, Neo; and eventually have the chance to take command of your own hovercraft crew. Monthly updates will bring new cinematics, plotlines, and missions.

With any luck at all, *The Matrix Online* will wash out any aftertaste from the horrible *Enter the Matrix*. It's a no-brainer of a concept that, with proper execution, could blast the other sci-fi MMORPGs out of the water.—*D-Pad Destroyer*

■ **First Look** ■ Developed by Monolith ■ Published by Ubisoft ■ Target release date: Summer 2004



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Yu-Gi-Oh! World Championship Tournament 2004



Konami's super-cute card battlers are poised for an all-out invasion of our shores with releases on the Xbox, PC, and, of course, Game Boy Advance. Yu-Gi-Oh! World Championship



Tournament 2004, the second installment in the World Tournament series, stars fan favorite Yugi and is specifically designed for head-to-head ancient Egyptian card combat. Tournament 2004 draws upon the most recent rules established by the trading card game, enabling players to use techniques honed in countless cafeterias around the globe in intense shape-shifting digital arenas against other power-hungry card battlers for bragging rights and the coveted Master Duelist title.



You can activate this card when 1 or more of your monsters are returned from the field to your hand. Return all Monster Cards on the field to your respective hands. Both you and your opponent can then Special Summon from your hand the same number of

Major Riot

With upwards of 1100 cards—over 100 of which are brand new to the series—at their disposal, players can build up to three separate decks, and employ a pliable use of different strategies like combos, chains, counter traps, and fusions. Konami says the computer opponents will be tougher thanks to improved A.I., so don't be afraid to squash your opponents into the dirt—they'd do it to you. And remember, kids: Fight hard, fight fair, and before you start a duel, be sure to always greet your opponent with a firm, friendly handshake.—Pong Sifu

■ **First Look** ■ Developed and published by Konami
■ **Target release date:** February



Sabrewulf



Oh, come on, not another game about the legendary rivalry between a British safari guy and an immortal, lupine kleptomaniac. Sabrewulf is an update of one of Rare's earliest games; it's been in development since long before they made the leap to Microsoft—and now it's finally coming to the states in May thanks to THQ. We had a chance to play around with a preview build and found a charming little game with a Donkey Kong Country sort of look and a uniquely Rare feel.

The gameplay is

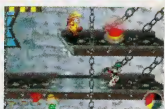
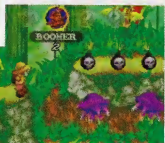
pretty strange: You wander about an overhead map, searching for various wolf lairs (holes in the ground) where the

Sabrewulf sleeps with his stolen goodies—art, treasures, even hapless mayors. Once inside, the gameplay switches

to a side-scrolling perspective as you try to make your way to the end of a platform-jumping “course,”

strategically placing animals you've collected to get past obstacles—a sleeping bear works as a trampoline, a flying dragon works as a floating platform, etc. Once you reach the end of a course, you reclaim the treasure (or person) and wake up the Sabrewulf, at which point you have to run as quickly as possible back to the beginning to safety. It's a fairly novel concept with an undeniably quirky presentation—watch for it to dig a little cult lair of its own.—Star Dingo

■ **Hands-On** ■ Developed by Rare ■ Published by THQ ■ **Target release date:** May



F-Zero: Falcon Densetsu

The latest pulse-pounding F-Zero installment has arrived for the GBA in Japan. Based on the F-Zero Japanese anime show, F-Zero: Falcon Densetsu (Legend of Falcon) owes more to the GameCube's F-Zero GX than the previous GBA game, F-Zero: Maximum Velocity. Densetsu's main deviance from Velocity is its inclusion of a Story mode, mimicking its anime genitor. Densetsu's Story mode contains eight characters, whose fates are interwoven with the F-Zero Circuit.

In addition to Story mode and an all-new Zero Test mode, Densetsu sports the usual Grand Prix, Time Trial, and Training modes. Grand Prix mode has some huge expansions featuring three modes of difficulty, four cups with four to eight races each, and 30 selectable machines—six of which are available by default and 24 of which are unlockable. The new Zero Test mode pits you in several challenges where you're piloting different vehicles and tackling corners; it features four classes with 12 tests each. But the greatest allure of Densetsu lies in its Communication mode, which allows up to four players to link together in versus races with one cartridge or upload e-card data to unlock additional courses, racers, and materials.

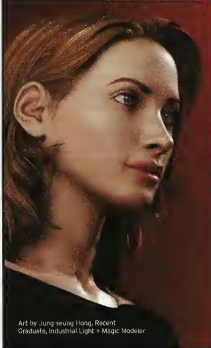
The classic control scheme remains the same but now includes a new ability to raise a split-second shield by pressing L or R and A; this adds an extra dimension to races as it can be used offensively or defensively. The one thing that Densetsu has going against it, really, is its console. Both the GBA's and SP's control layout fare poorly. While racing, you suffer a split-second delay when trying to press both shoulder buttons to activate your Nitro, and pressing L or R and A to activate your shield works only if you're sliding into foes—it's completely useless when trying to ram someone from behind.

Despite this, F-Zero: Falcon Densetsu sports a vastly improved game engine, top-notch graphics and sound, and a near-infinite replay factor. Nintendo should be bringing it to U.S. shores sometime in the second quarter of this year.—Rice Burner

■ Overseas Profile ■ Developed and published by Nintendo
■ Target release date: Second Quarter 2004 (U.S.)



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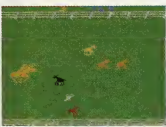
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Activision Anthology

I Most of the games in this anthology of Activision's golden age are little more than bizarre curiosities, but the sheer fact that there are 55 of them (complete with some unreleased prototypes and "alternate" versions of games involving "gasp" human blood) sure does make up for a lot. Some graphic muddiness due to the GBA screen aside, the video and sound emulation is right on. Most of the good 'uns (River Raid, Pitfall) still hold up surprisingly well, though Kaboom is totally unplayable without the paddle controller. And while you may never actually figure out what the hell is going on with Kabobber or the NASA-licensed Space Shuttle, you're bound to enjoy the minutes trying.—*Star Dingo*

- Developed and published by Activision
- \$29.99 ■ Available now
- Retro ■ 2 players



PROTIP: In Stampede, be sure to lassoo the black calf as soon as you see it—it's worth a ton of points.

GRAPHICS	3.5	FUN FACTOR
SOUND	4.0	4.0
CONTROL	3.5	

James Bond 007: Everything or Nothing

I Once again the fate of the world lies with Mr. Bond. James Bond 007: Everything or Nothing is chock full of adventure and gameplay variety. As 007, you must track down and recover stolen nanotechnology from a rogue political faction. Gameplay revolves around third-person shooter and shooting action with interspersed driving levels. Players can buy and upgrade equipment and weapons. The graphics and controls are average, but the soundtrack really brings out the exhilaration of the espionage action. With over 20 action-packed levels, Everything or Nothing outshines Splinter Cell and is one of the best handheld titles out.—*Rice Burner*

- Developed by Griptonite
- Published by EA Games ■ \$29.99
- Available now ■ Action/adventure
- 1 player



PROTIP: Stealth Kill whenever possible to accumulate Style points for Q's Lab.

GRAPHICS	3.5	FUN FACTOR
SOUND	4.0	4.0
CONTROL	3.5	

Medal of Honor: Infiltrator

I Infiltrator features a variety of levels, including both first-person shooter and third-person action and stealth missions. Set during the United States' entry into WWII, Infiltrator offers a surprising wealth of variety reminiscent of old-school games like Ikar Warriors.

Infiltrator's best attribute is its game design. While the first-person shooter levels are average, the third-person levels are substantially well balanced. The A.I. is very intelligent, and power-ups are placed just right. With 15 levels and GBA multiplayer link-up capabilities, Infiltrator is a must for any GBA collection.—*Rice Burner*

- Developed by Netherock
- Published by EA Games
- \$29.99 ■ Available now
- Action/adventure ■ 2 players



PROTIP: Hold down R to get into a ready stance position. This allows you better aim at enemy positions.

GRAPHICS	4.0	FUN FACTOR
SOUND	3.0	4.0
CONTROL	3.5	

Star Wars: Flight of the Falcon

I From the same development outfit responsible for subjecting unsuspecting little lab monkeys to Army Men: Operation Green and LEGO Racers 2 comes this pseudo 3D shooter that looks good on paper yet flames out on almost every count. Twenty dragged-out missions force you to dodge asteroids that materialize from nowhere, chase Boba Fett through pixelated Bespin towers, and fight never-ending waves of mite-sized Imperial creeps that are hard to target. It's a neck-stabbingly frustrating bore, although flying the Falcon during Return of the Jedi missions means you are Lando. And who doesn't love Lando?—*Pong Situ*



Never tell me the odds!

- Developed by Pocket Studios
- Published by THQ ■ \$29.99
- Available now ■ Shooting
- 1 player

GRAPHICS	3.0	FUN FACTOR
SOUND	2.5	2.0
CONTROL	2.0	

Max Payne

I The miniature Max does a few things remarkably well, the most notable being a fine translation of Bullet Time to an isometric view: Simply tap the shoulder button and fire a barrage of bullets in any direction to take out the bad guys... fun, wow! The comic book-style presentation, complete with narrative panels and lots of (low-quality) voice acting, is pretty cool, too, crafting a nice little story to drive along the gameplay. Alas, the rest isn't as inspired or well wrought; confusing level design, repetitive action, and the vile villain called slowdown eventually start to grate on the nerves. And Max Payne, for all his righteousness, doesn't quite stand the test of time.—*Star Dingo*



PROTIP: Not all doors require a key to open them. Try shooting stuff in the scenery if you're looking for a way out.

- Developed by Remedy
- Published by Rockstar Games
- \$29.99 ■ Available now ■ Action
- 1 player

GRAPHICS	4.0	FUN FACTOR
SOUND	4.0	3.5
CONTROL	4.0	

Justice League Chronicles

I Green Lantern and speed-freak Flash pummel Eskimos while Batman and Hawkgirl beat up on super-chimp scooter jockeys and Superman and Wonder Woman pose down in front of one another in this handheld car crash of a game. On-the-fly character-swapping doesn't make up for pathetically limited move sets, abominable controls, and weak-sister excuses for super powers. The only thing that could have been this slapdash and sloppy game any weaker would have been to throw in Aquaman.—*Pong Situ*



PROTIP: Wonder Woman's Lasso of Truth smokes 'em all in Justice League Chronicles!

- Developed and published by Midway
- \$29.99 ■ Available now
- Action/adventure ■ 2 players

GRAPHICS	2.0	FUN FACTOR
SOUND	2.5	1.5
CONTROL	2.0	

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Be patient: Time your swing to make contact with off-speed stuff.



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Adjust your shoulders: Pull the ball or go opposite field.



Make contact: Swing for power, drag bunt, or slap at it to stay alive.

WIND BLOWING OUT TO RIGHT.

SEEN TWO STRAIGHT CURVES.

THINK FASTBALL? NAH.

THINK SLIDER.

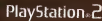
SEE IT.

SAY HELLO.



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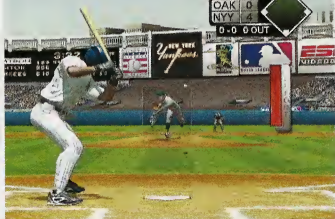
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ESPN Major League Baseball 2K4



Although the venerable World Series name is fading into the sunset, ESPN Major League Baseball 2K4 continues its tradition of excellence in fine form with a roster of topnotch upgrades and refinements. Details remained under wraps, but ESPN MLB mirrors its football counterpart by offering a first-person gameplay mode that encompasses batting, pitching, fielding, and baserunning. Online play will also be available on both the PlayStation 2 and Xbox versions, but only the PS2 version also offers online leagues.



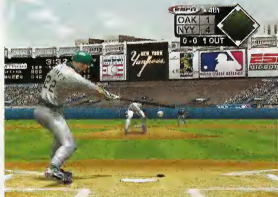
On the Diamond

The GM Career mode is another big new feature in ESPN MLB this season. You take on the role of a GM, pursuing goals set by the owner throughout the season. Success earns you more cash in your private account, and failures are punished with fines—



your goal over 30 seasons is to make enough money to become a team owner. Along the way, you'll handle trades, drafts, and other staffing decisions (including hiring coaches and scouts) while playing or simming your team's games. When simming, you can progress out by out, and join the action to finish playing a game yourself.

A new Confidence meter will also track your players' performance



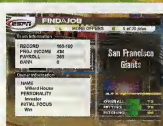
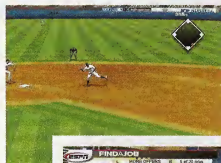
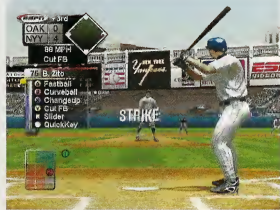
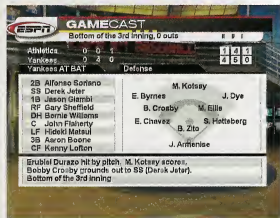
and affect how well they play. Smack a home run, and the batter gets a boost while the pitcher plummets. Fortunately, mound visits now help you encourage a sagging arm.

In the Press Box

On the control side, ESPN MLB at last discards cursors—but fans can still turn on the traditional World Series interface. The new batting controls require you to use the stick to aim low for a low pitch. When pitching, you pick your spot by feel, and the controller rumbles at the edge of the strike zone. An Effort meter determines how hard you hurl the one of 17 pitch types, and continual hard effort tires out your pitcher more quickly. When fielding and baserunning, you can now use a short turbo boost to hustle in key moments. In the preview version, the pitcher-batter dynamic was exciting, and the new controls handled great. With such a strong showing this season, ESPN MLB should be vying neck and neck for the lead with fellow front-runner MVP Baseball.—*Air Hendrix*

- **Hands-On** ■ Developed by Blue Shift
- Published by ESPN Videogames
- Target release date: March

All screens shown here are from the Xbox version.



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SPORTS PAGES

Fight Night 2004

FE In the March issue, we dished out the skinny on EA Sports' upcoming Fight Night 2004, a Knockout Kings reconceptualization predicated on the theory that video games have untapped potential to deliver a much more realistic boxing experience. Having had some hands-on time with the latest PlayStation 2 build of Fight Night, we can honestly say that it is shaping up to be one of the best boxing sims put to polygon.

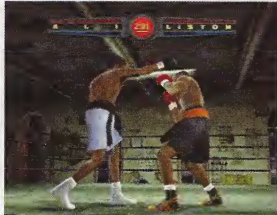
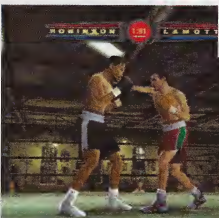
"There Are More Pleasant Things To Do Than Beat Up People."

Showcasing a completely rebuilt engine, Fight Night's controls couldn't feel more natural. While pushing the left analog stick makes you move, doing so while holding down the L1 button enables you to fully control your upper body to lean into your opponent or bob, weave, and duck out of the way of incoming punches. This degree of upper-body movement provides opportunities for counterattacks that deliver more damage. What really distinguishes Fight Night from preceding boxing games is the Total Punch Control, which forgoes repetitive button mashing in favor of a nuanced analog-commanded punch system. The direction and power of thrown punches correlate directly to the direction and force with which you move the right analog stick. For example, move it a clockwise quarter-circle from the left, and you'll toss a left hook. Tap it lightly to the left and then go in a counterclockwise half-circle from the bottom, and you'll fake a left before following through with a right uppercut. Though the learning curve is steep, with practice you'll find Fight Night's control scheme one of the most intuitive and fun ever designed.

"A Fighter Takes a Punch, Hits Back With Three Punches."

So sure, the game mechanics sound great, but how about the game's graphics and other features? Well, Fight Night's boxer models are fantastically rendered and animated, while a solid new physics engine provides tons of unique hit reactions and knockdowns. A robust Career mode takes you up the ranks, starting you off in small gyms and culminating in sold-out arena battles as you rise in fame, while the create-a-boxer feature is probably the deepest ever designed. Despite the name change, the kings are all here: Muhammad Ali, Roy Jones Jr., Lennox Lewis, Sonny Liston, Shane Mosley, and Sugar Ray Robinson. Three words: This. Could. Rule. —Pong Sitt

■ Hands-On ■ Developed by EA Canada
 ■ Published by EA Sports
 ■ Target release date: March





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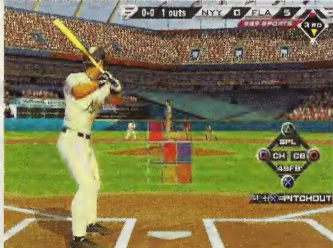
photo © Mazduli Evenden

MLB 2005

PE MLB 2005's off-season efforts to beef up its game (by retooling controls and adding depth to its feature set) look like they're ready to bear fruit. Hitting, for example, which has always been a challenge, is

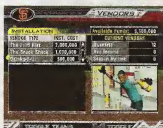


easier for rookies with the new Zone Control mode that reduces batting accuracy to timing a simple button press. Veteran mode and All-Star mode still offer MLB's signature Total Control batting interface, but all batting modes felt on-target even in early form.



In the field, being able to throw to a cut-off man is a welcome addition. MLB also shows impressively refined throwing animations if you hit the throw button at the proper time.

Franchise mode is also putting some major muscle onto last year's bare-bones offering. Although all the modes weren't quite ready for prime time in the early build, you'll be able to control all aspects of your baseball operation right down to the price of hot dogs. In addition to vendors, you can invest in such key components as scouting, coaching, training facilities, and marketing. Be as exorbitant as the Yankees or as cheap...er, cost-conscious as the Brewers. If you crave the chance to take more direct action to help your team, you can use the EyeToy to wrap your face around a superstar in the create-a-player mode. Hope springs eternal for all baseball fans in the preseason, but here's hoping that MLB 2005 gets it all together this year.—*Brother Buzz*



■ **Hands-On** ■ Developed by 989 Sports ■ Published by Sony
■ **Target release date:** Spring 2004

World Tour Soccer 2005



PE Sorry, baseball fans—soccer is by far the world's most popular sport. World Tour Soccer 2005 seeks to drive that point home with an amazing display of details. This year, the game features 900 international and league teams from around the globe with 18,700 FIFPro-licensed players from 30 divisions and 22 leagues. If you decide to play for any of the five continental Cups or the World Cup, you can tap into 68 leagues and 32 divisions. If you're still not satisfied, you can create your own team of all-stars and take on the world.



You can try to take your favorite team as far as it can go, but you can also play classic teams from the

1970s, 1980s, and 1990s. 989 Sports promises a realistic look with 300 players digitized for play.

Oddly, unlike a lot of sports games, the knock on World Tour Soccer has been that the A.I. teams are too tough to play, so 989 geared down the artificial intelligence to liven up the game. Also, you can now target the height of your shots on goal on the fly in addition to the power of your kick. Soccer may not be America's game, but this may be the year everyone decides to take a world tour for soccer.—*Brother Buzz*



■ **First Look** ■ Developed by 989 Sports ■ Published by Sony ■ **Target release date:** April



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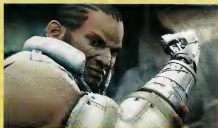
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Tales from Across the Ocean...



Final Fantasy VII: Advent Children

Some bits of RPG news from the land of the rising sun, where so many RPGs were born: Square Enix is pushing back the U.S. PS2 release of **Star Ocean: The End of Time** until the summer. The reason? The company will instead release only the expanded Director's Cut version of the game state-side. It was released in February in Japan and features new stuff like a new playable character and a Vs. mode that lets you take part in RPG battles as if they were Tekken bouts.

Speaking of director's cuts, Square Enix will be releasing a final **Final Fantasy X-2 "remix"** for the PlayStation 2 in Japan entitled **Final Fantasy X-2: International + Last Mission**.

New features in the game include a Pokémon-styled creature-creating system that lets you capture monsters in traps so you can train them to fight by your side. There's also a Monster Arena where you can take on all the bad guys, a new boss named Emerald, and former friends/foes like Tidus, Auron, and Seymour. There's no word yet on whether they'll be performing big dance numbers, though, nor whether FFX-2: International + Last Mission is coming to America.

Final Fantasy VII: Advent Children, the computer-animated film sequel that explains what happens after FFVII, will be coming to DVD in the U.S. in late 2004.

Konami recently unveiled a U.S. PS2 production/reworking of **Ys VI: The Ark of Napishtim**, the most recent installment of the perennially classic Japanese PC RPG saga of Adol Christian. Ys Book I & II for the TurboGrafx CD is famous for being one of the first console RPGs to include full-motion anime. Look for Ys VI later in 2004.—*Star Dingo*



Star Ocean: The End of Time



Ys VI: The Ark of Napishtim

Final Fantasy XII



When it comes to Final Fantasy games, Square Enix likes to let the cat out of the bag very, very slowly. The newest pieces of the feline to be revealed are two of the new characters that will be in your party:

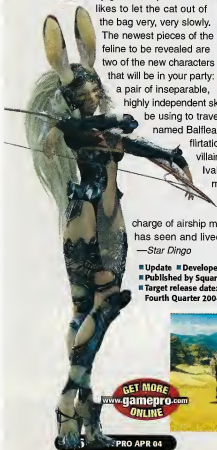
a pair of inseparable, highly independent sky pirates who control the airship you'll be using to travel around Ivalice. The first character is named Balthier, a skilled engineer and wine-loving,

flirtatious "noble thief" who only steals from villains. The second is Fran, a Viera (that's Ivalician for "bunny-eared humanoid") martial artist who's been trained to use

a number of weapons, including bows and swords. As luck would have it, she's also handy with a wrench and is in charge of airship maintenance. Her race has a particularly long life span, so she has seen and lived through a lot more than the other characters in the party.

—*Star Dingo*

- Update ■ Developed by Square Enix
- Published by Square Enix U.S.A.
- Target release date: Summer 2004 (Japan); Fourth Quarter 2004 (U.S.)



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Front Mission 4

PF If political disputes were resolved by giant robot fights, we'd all be watching a lot more C-SPAN. Alas, that day has not yet come; but anyone itching for a syntheoid revolution need only turn to the shores of Japan, where laser-gun-wielding mechanical behemoths regularly rock the policies of state.

Front Mission 4 is the latest in Square Enix's mech-centric strategy/RPG series, a prequel of sorts to the Front Mission 2 for the original PlayStation. It stars two Wanzer (that's Square

Enix-ish for robot) pilots named Elsa and Darril, strangers caught in the middle of a skirmish that begins when Elsa's military base in Germany is attacked by a mysterious force. The plot jumps back and forth between their two tales as the conspiracy and attacker(s?) are revealed.

Every mech you control is highly customizable so you can best equip yourself to take advantage of your enemies' weaknesses. Though FM4 is still centered on the series' trademark use of ground tactics, terrain, and smart robot design, Square Enix is crafting a new battle system for Front Mission 4 that incorporates battle skills (special super-attacks that are unleashed once you meet a set of conditions) and strategic linking of Wanzers to concentrate their mechanical efforts.—*Star Dingo*

■ First Look ■ Developed by Square Enix ■ Published by Square Enix U.S.A. ■ Target release date: Summer 2004



hailed, hopefully stamping out the frame rate troubles that plagued Suikoden III. The battle system is being changed, too, moving away from III's convoluted "character pair" system and into more familiar RPG territory.—*Star Dingo*

■ Update ■ Developed by KCET
■ Published by Konami
■ Target release date: 2004

Suikoden IV

PF Konami's high-quality (but sadly niche-y) Suikoden series has always been known for three things: wonderful story lines of war in the time of fantasy, a pioneering system that lets you build your own town, and a huuuuuge cast of playable characters...108, to be exact, called the Stars of Destiny. But are these Stars ever fated to form anything more than a cult icon constellation? Konami recently unveiled some more of the story and structure behind Suikoden IV, the next installment in the series. The setting takes a note from The Wind Waker by placing you out to sea as you travel by boat to a series of islands. Gone is the Trinity Sight system from III—there's only one playable character this time, an unfortunate nameless fellow who, early on, acquires the life-leeching Rune of Sin (one of the 27 Runes that are a recurring theme in the game).

Konami's taking a few steps to address the quibbles some folks had with the previous game. The graphics are being seriously over-



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Pokémon Colosseum

All good Pokémon boys and girls harbor a secret hope that someday, maybe, there will be a real, wonderful Pokémon role-playing game on a console and not just on a handheld system. Pokémon Colosseum doesn't herald the arrival of that magical day...but at least things are heading in the right direction.

Clash of the Pluses

Pokémon Colosseum is essentially a battle-intensive extension of Pokémon Ruby and Sapphire. The crux of the game is a titular tournament mode in which you pit your Pokémon against each other in a series of battles against the CPU or human opponents—two to four of them if you connect GBAs with Pokémon Ruby or Sapphire carts to the GameCube. It's a strong mode with plenty of options for varying the battle types and lots of special goodies to unlock when you battle with your Level 100 (!) Pokémon.

The "RPG" element, however, isn't as compelling as the tournament part. In Story mode, there are some characters to talk to and chests to find, but no "overworld" with free-roaming monsters to capture. Instead,



In the Colosseum, you can do one-on-one or two-on-two battles. In Story mode, it's all two-on-two.



PROTIP: Before attempting to capture a Shadow Pokémon, put it to sleep and try to get its health bar into the "yellow zone."

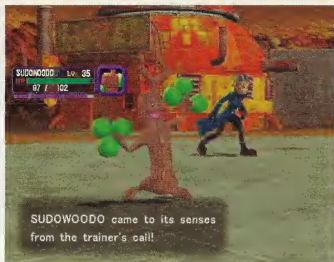
you nab Shadow Pokémon from other trainers and then use them in battle to "unlock their hearts" so they can be used in the Colosseum mode. The feeling of companionship is a little stunted as the Pokémon you catch all start at Level 30 or above; but what you'll miss most is the sense of exploration and nonlinearity as you're basically railroaded through a long series of battles with other trainers.

Grass Type

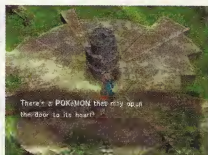
The presentation isn't entirely polished. The Pokémon graphics are insanely cute, but the battle animation "cheats" a bit by never showing two clashing Pokémon in the same frame together. Battles are slow with no option to skip attack animations or speed up messages; eventually, the fighting begins to drag. The music seems a bit too low-tech and synthetic, and the Pokémon don't make the sounds you're probably used to.

Colosseum will appeal mostly to really super hardcore Pokémon addicts who completed their GBA collection and spent time leveling them up, and are still looking for something to do with them. Most fair-weather Pokémon fans will find the Story mode not interesting enough and the Colosseum mode a little too hardcore. Maybe someday there will be a Pokémon RPG on par with Ruby, Sapphire, and all the handheld sagas that have come before. For now, however, the real Pokémon banner is still carried by the Game Boy Advance.—*Star Dingo*

DEVELOPED BY Genius Sonority **PUBLISHED BY** Nintendo
\$49.99 ■ Available March ■ RPG ■ 4 players



PROTIP: Immediately call a Shadow Pokémon's name when they enter Hyper mode to unlock its heart a bit more.



PROTIP: You can't fully unlock a Shadow Pokémon's heart until you reach the stone relic at Agate Village, where Celebi's power awaits.

	GRAPHICS SOUND CONTROL	3.5 3.0 4.0	FUN FACTOR 3.5

Romance of the Three Kingdoms IX

Romance of the Three Kingdoms continues to have a small, dedicated following, and with the ninth installment in the series, the fan base probably won't get any bigger. Although it includes new features like expanded character training and a single map, its conventionality in all other areas fails to make the game stand out.

The biggest change for the series is that the interface has been streamlined so that resource management sequences and war sequences all happen on a single map. This is a great improvement over previous games in the series, which typically switch between a map screen, a resource management screen, and a war screen. Thankfully, the stats have been simplified, so managing the economy doesn't feel like you're a tax accountant.



PROTIP: If an enemy's stronghold has less than 10,000 troops, they will not come out to fight. Send out an army to quickly dispatch them.

The officer development mechanics have also been tweaked and refined, allowing you to train your officers to increase stats and add new abilities. While this is a dream come true for fans, the game gets rid of the option to marry and establish relationships, a disappointment especially for people who enjoyed Romance of the Three Kingdoms VIII. With each

installment something good always seems to be gained and lost, preventing the series from really taking off.

Even with the new features, the core gameplay remains the same—horde officers with high war ability, build up resources, and send out your elite officers to dominate the map. Romance of the Three Kingdoms IX offers enough newness to allure fans to buy it, but casual gamers will be wondering what the appeal is of a game with PlayStation-era graphics and gameplay.—*Funky Zealot*

DEVELOPED AND PUBLISHED BY Koei
\$49.99 ■ Available now ■ RPG ■ 1 player



PROTIP: Use horsebow units and bow units combined with the Guard Tower formation to take down enemy sentries.

	GRAPHICS SOUND CONTROL	3.0 3.0 3.5	FUN FACTOR 3.5

Harvest Moon: A Wonderful Life

There's a good reason why there aren't a lot of manual-labor simulation games, such as *The Sims* Blue Collar or *Coal Miner Tycoon*, out there. Natsume makes a valiant and polished effort at highlighting the joys of the rustic life, but unfortunately, many won't be able to associate planting and watering with fun.

The Daily Grind

Wake up 5 a.m. and water each crop with the pitcher. Water two more times during the day after the soil dries. Feed the cow with hay reaped from your field and then milk the cow. Push the cow outside the barn, wash it, push it back in, and milk it again before the end of the day. Repeat daily. If all this sounds tedious, it is: Raising good-quality produce means being disciplined and regimented in your lifestyle, and the long traveling distances between areas means there's not much time to waste. Thankfully, slacking off on your agrarian chores doesn't have quick and dire consequences, so you can be a little more carefree if your mission in life is not to produce the ultimate tomato.

Good Roots, but the Soil's Dry

The wonderful life isn't a simple life—*Harvest Moon* is unbelievably deep and thick. You have to marry in the game, choosing from three different heroines and wooing them with gifts. Although the game offers only a couple of plants like tomatoes and potatoes to grow early on, you can later buy more exotic ones like bananas and even combine them to create hybrids. To

top it off, you can use all of the produce to cook and create your own soups, salads, sweets, appetizers, and entrées.

The beautiful visuals, including the seasonal and weather changes, delight the eye. However, the game's uninspiring sound effects and music get old quick, and the controls can become unwieldy, especially in farming.

Although *Harvest Moon: A Wonderful Life* has a mind-boggling array of options, it offers no relief from the monotony of the daily chores. In setting out to create the ultimate farming game, it seems Natsume has simulated the drudgery of farming in real life as well.—Funky Zealot



PROTIP: Give gifts once a day to the heroines to raise their affection level for you. Flowers work well for Celia.

■ Developed by Natsume ■ Published by Nintendo
■ \$39.99 ■ Available March ■ RPG ■ 1 player



PROTIP: Milk the cow for all she's worth: Milk the cows every morning and evening, and take them outside every couple of days for a wash.



PROTIP: Water the plants in six-hour intervals. The more you water, the quicker they grow.

	GRAPHICS	4.5	FUN FACTOR	3.5
	SOUND	3.0		
	CONTROL	3.0		

Phantasy Star Online Episode III: C.A.R.D. Revolution

For almost two decades, the name *Phantasy Star* has been stamped onto some pretty decent RPGs; however, Sega's latest episode in the PS saga has very little in common with its ancient predecessors. While remaining faithful to the style of its older online brethren, *Phantasy Star Online Episode III* strays from the pack in one key area: It's a card game.

Hit the Deck!

PSOEIII's take on card battling is surprisingly simple: Two teams of up to two players each square off against one another, throwing down cards in turn until one team is "dead." However, the complications arise from the two factions (either Hero or Dark) that players can switch between and the incredible number of cards available to each. While the Hero side (Hunters) works with weapons and defensive items to uphold the will of the government, the Dark side (Arks) conjures hideous creatures to smash the status quo. Players take turns hacking away at each other with swords or monsters across a variable-sized play field comprised of a bunch of squares, which adds a little strategy to the carnage.

Not in the Cards

Strategy is definitely the theme for PSOEIII. Outside of battles, players need to be aware of the composition of their deck and meticulously examine individual card interactions. Unfortunately, the focus on strategy has placed the RPG elements firmly in the back seat, and the story feels out of place and intrudes rudely on the pleasure of card battling. PSOEIII's attempt to infuse a decent card game with a rich plot only confuses matters. For example, every time your character is asked to accomplish a task, that task is really just an excuse for another card battle. Add to this a needlessly complicated interface system, and you're on a bullet train to Frustrationville. Still, setting these issues aside, PSOEIII is an incredibly addictive card-battling game with mighty fine graphics and excellent sound and music—just don't expect it to be about role-playing.—Srafe Maru



PROTIP: Some weapons have truly bizarre attack ranges, so be sure to examine them carefully when assembling your deck.

■ Developed by Sonic Team ■ Published by Sega
■ \$49.99 ■ Available now ■ RPG/card battle ■ 4 players

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PROTIP: Make sure you have at least one defense action or item in your hand at the start of the game.



PROTIP: Cards with few hit points are quickly dispatched, so try to get some robust cards in play early on.

	GRAPHICS	4.0	FUN FACTOR	3.5
	SOUND	4.5		
	CONTROL	3.0		

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METAL GEAR SOLID: THE TWIN SNAKES IS LOADED WITH TOUGH BOSSES AND COOL HIDDEN FEATURES. IN THIS PRO-STRATEGY GUIDE, WE SHOW YOU 19 HOT SPOTS. BY MAJOR MIKE



BASICS

1. HAND-TO-HAND FIGHTING

PUNCH-KICK COMBO



Even without weapons, Snake is lethal. Press B once to throw a jab punch; press B twice rapidly to throw a left jab followed by a right cross; and press B three times rapidly to throw a jab punch, a right cross, and then a right kick for a three-hit combo. Snake can also punch enemies while holding certain weapons, like the FA-MAS and the Scorn.

GRAB



Get in close to an enemy and press A to grab him. You can then execute the Neck Snap, the Drag, or the Throw. If an enemy is facing you and alerted to your presence, press B once to punch him and then immediately press A to put him in a headlock.

NECK SNAP



After you grab an enemy, press A rapidly to snap his neck.

DRAW



After you grab an enemy (like a guard), press any direction on the directional pad or analog stick to drag him. You can even use him as a shield. If you drag an enemy too long, he'll squirm free of your grip. To subdue a guard while dragging him, tap A three times slowly.

THROW



Get close to an enemy and hold down in any direction on the directional pad or analog stick, and then

press A to throw him on the ground. You can even toss an enemy off a ledge if he's standing close enough to the edge.

HIDE



Sneko can hide inside of lockers, but he can also stash neutralized guards in them, too. Stand in front of a closed locker and then press Y to open the door. To hide in a locker, open the door and then press against the back wall. To hide a body in a locker, drag it toward an open locker.

DOG TAGS



Sneko can collect dog tags from various guards and bosses during the game. To collect a dog tag, sneak up behind an enemy, and when you get close to them, draw your weapon. After they put their hands in the air, move in front of them with your weapon drawn. Aim at their head or crotch until they start to shake and their dog tag falls from their possession. Once that's done, dispose of the guard and collect the dog tag. You can get a boss's dog tag by shaking their corpse.

RUN-AND-ROLL



You can knock over guards by pressing X as you're running in any direction.

2. DIRTY TACTICS

When fighting terrorists, anything goes. Here are a few nasty but effective tactics to help Snake slither through the game.

C4 BACKPACK



You can place C4 explosives on an enemy's back. Equip the C4, closely get behind the enemy, and press A to stick the explosive on his back. Press B any time to detonate the charge...just make sure you're a safe distance away.

QUICK CLAYMORE KILL



When you knock an enemy to the ground with a throw or combo, you can then place a Claymore mine at his feet to instantly kill him. However, if other guards are near the fallen guard, they'll sound an alert.

STINGER SLAP



With its lock-on missiles, the Stinger missile launcher is an excellent weapon to use to take out guards at long distances. Make sure you have a clear shot; the missile moves in a direct line toward its target, and if it hits something close to you, you'll take damage. You can also use Stinger missiles to destroy surveillance cameras and sentry guns.

COMMUNICATION BREAKDOWN



You can deprive various guards of communication with other guards. Simply shoot out their walkie-talkies, and they can't call for reinforcements if you're spotted. Guards keep walkie-talkies on their belt. The PSG1-T and M9 are the weapons of choice for disabling communicators.

3. WEAPONS MINE MINING



You can collect Claymore mines by crawling over them. To uncover their location, use the Mine Detector or Thermal Goggles.

RUN-N-GUN



You can fire the Socom, M9, or the FA-MAS rifle while running. Equip either weapon, press and hold A, press any direction on the directional pad or analog stick, and press and hold X. Now you can run-n-gun.

RELOAD!



Even the good guys must reload their firearms. To reload in the middle

of a firefight, switch to third-person view, and then quickly—but lightly—tap R twice.

NIKITA EYES

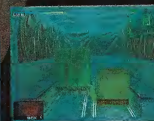


The Nikita is a unique weapon: Not only can you manually steer missiles fired from it toward a target, but from either the overhead or the first-person view, you can also watch the missile seeking its target. If you aren't sure what's lurking nearby, let a Nikita missile be your eyes.

4. BOXED IN



Although they seem like extraneous items, cardboard boxes are very effective camouflage. When you hide inside a cardboard box, you can still move. Don't move around while a guard is watching, however; if you do, he'll open fire. There are different boxes you can collect, but be careful which one you use. Pay attention to the label on each one. For example, hiding in a box labeled "Snow Field" can fool a guard in the Blast Furnace (because Snow Field is nearby), but it might not fool a guard if you use it in the Armory (because Snow Field is so far away). When hiding in a box, position yourself in a corner or against a wall—not on catwalks or in doorways.



You can also use boxes as a shortcut through the base. There are three snow cats located in three different areas—Heliport, Nuke

Building, and Snow Field. To use the transport system, get inside any of the vehicles, equip the box with the corresponding destination written on its side, and wait. Box 1 takes you to the Heliport; Box 2 takes you to the Nuke Building; and Box 3 takes you to Snow Field.

5. TRAPS FALL-AWAY PANELS



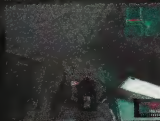
Some rooms have pressure-sensitive floor plates. If you stand on one of these plates, you'll fall to your death. You can run over these traps without falling, however, and you can spot them with the Thermal Goggles. You can use such traps to dispose of fallen guards—just drag a guard near the open trap and an automatic "disposal sequence" should begin.

LASER TRIP LINES



Some rooms have laser trip lines that set off an Alarm if broken. You can usually spot these detectors with the presence of black vertical steel columns. To see the exact location of trip lines, equip the Thermal Goggles or Cigarettes. Some laser trip lines move vertically at different speeds.

CAMERAS AND SENTRY CANNONS



Cameras and sentry cannons can injure Snake or set off an Alarm. Although they can be temporarily deactivated with Chaff Grenades, you can permanently disable them by shooting them with a missile or firearm.

6. WEAPON/ITEM LOCATIONS

There's a lot of backtracking involved during Metal Gear Solid: The Twin Snakes, and often it's in order to collect a new weapon or item. Here's a list of important items you can acquire and whether you'll need a Security Card to get them. You can find most of the key weapons in the Armory.

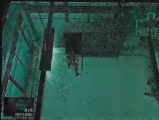
Weapon/Item	Location	Security Card
AP Sensor	Cargo Dock	N/A
Body Armor	Blast Furnace	N/A
Box 1	Tank Hangar	Level 1
Box 2	Nuke Building B1	Level 4
Box 3	Snow Field	Level 6
Camera	Armory South	Level 6
FA-MAS	Armory	Level 2
Gas Mask	Nuke Building B2	Level 3
M9	Cargo Dock	N/A
Mine Detector	Tank Hangar	Level 2
Night Vision Goggles	Nuke Building B2	Level 4
Nikita	Armory	Level 3
PSG1	Armory	Level 5
PSG1-T	Nuke Building B1	Level 5
Socom	Heliport	N/A
Socom Suppressor	Tank Hangar	Level 1
Stinger	Connecting Bridge	N/A
Thermal Goggles	Tank Hangar	N/A

THE GAME

GET YOUR BEARINGS

Although Metal Gear Solid has two camera views—overhead and first-person—all directions in this guide are based on using the standard overhead view. In other words, when the guide directs you to head east, you should move Snake to the right side of the screen.

7. CARGO DOCK



Right at the start, take the M9 from the lockers against the north wall at the Cargo Dock.

8. ARMORY



When you enter the Armory, be careful of the three floor traps—if you fall in one of these, it's game over. Get the C4 from the top-middle room, then go to the northwest corner of the Armory. Look for areas of the wall that are different-colored. Plant a C4 charge on the discolored section of the wall, retreat a safe distance, and then detonate the explosive. The blast reveals a hidden area.



Do the same in the northeast corner of the Armory and in the southwest corner. There are two floor traps in the hidden southeast room. Return to the main room and go

through the southwest hole you created with the C4.

ARMORY SOUTH



Go down the hall and place a C4 charge against the east wall where the paint doesn't match. Enter the revealed passage and place another charge against the north wall where the paint doesn't match.



Before entering the hole you just created, load up on Socom ammo and Rations.

REVOLVER OCELOT



The only weapon you should use during the battle with Ocelot is the Socom. Don't even think of using any explosives; if you do, you'll set off the C4 surrounding Baker and everyone in the room will die.



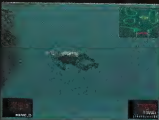
To beat Ocelot, stay on the east side of the room and move with him as he runs vertically. Although Ocelot can't shoot at you past Baker, he can ricochet bullets off the wall.

When Ocelot stops at one of the posts on his side of the room, wait behind the opposite post. Let Ocelot fire, then blast him. Limit your Socom bursts to one or two shots each time you fire so you don't waste ammo. If you run low on ammo, you can find more in the containers in the room.



After defeating Ocelot, Baker gives you the Level 2 Security Card and an Optical Disc. Exit the room and plant a C4 explosive against the east wall where the paint doesn't match. Return here later in the game after you've obtained the Level 6 Security Card.

9. CANYON



Equip the mine detector and look for the yellow cones on your radar. What are those shapes? Claymore mines (things that explode if you get too close); however, you can easily diffuse a mine by crawling over it, a tactic that also allows you to add the mine to your inventory for later use. You can also spot mines with the Thermal Goggles.



Before you proceed, make sure you have plenty of Chaff and regular Grenades. Collect all the mines and crawl toward the middle of Canyon.

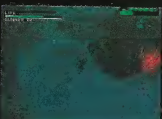
M1 TANK



When the battle starts, throw a Chaff Grenade and run to the steel column on the northwest side of the canyon. Watch for mines as you move. Chaff Grenades temporarily disable the tank's cannon, but the machine gun can still fire independently from the turret.



Use the steel column for cover, and when the tank's turret faces away from you, run in close, throw a couple of Grenades on top of the tank, and retreat (you can also take cover in the small trench in the middle of the Canyon area). Keep throwing Chaff Grenades to keep the main gun from firing. If you run out of Grenades, you can find a few more in a small cave just north of the pillar you're using for cover (you must crawl to get them). After two or more Grenades hit their mark, the tank's gunner is thrown clear and another takes his place.



Use the same tactics to defeat the second gunner. If things get desperate, you can inflict damage on the gunner with firearms. Your prize for disabling the tank is the Level 3 Security Card.

10. LABORATORY MAIN



The Ninja is tough, but you can make short work of him with enough Chaff Grenades. Detonate a Grenade to stun him, then hit him with a three-hit punch-kick combo.



After you deal him several combos, the Ninja puts away his sword so you can fight like men—hand-to-hand. Don't equip a gun, though; if you do, he'll draw his sword and swat your bullets like flies. When the Ninja gets close, he performs two cartwheel kicks; avoid this attack and then nail him with a punch-kick combo.

If you get cornered, perform a run-and-roll to escape and inflict a little damage.



After taking more damage, the Ninja engages in a deadly game of tag where he teleports around the room, materializing only to strike. Equip the Thermal Goggles, use punch-kick combos to clock him, and keep moving. After taking enough hits, the Ninja malfunctions and readies his final assault.



To defeat the Ninja during this phase, let him come to you. When he gets close, he'll teleport to your side and throw a punch; so move out of the way when he teleports, and after he throws his punch, retaliate with a punch-kick combo.



After the battle, talk to Dr. Emmerich (or "Otacon") and get the Level 4 Security Card and his Codec frequency. Before you leave the room, do a little target practice on the Yoshi and Mario figurines.

11. COMMANDER ROOM

PSYCHO MANTIS



When Meryl points her gun at you, give her a punch-kick combo. See the distortion flying around her? That's Psycho Mantis. Hit Meryl until she's out cold, but don't kill her; if Meryl dies, it's game over. When the screen goes black, don't worry; it's part of the game, not a bug.

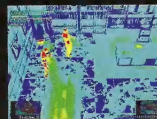


When Psycho Mantis materializes (and gives you an endless speech), unplug your GameCube controller from the first port and plug it into the second port. When the light

begins, equip the Thermal Goggles and use a punch-kick combo on Mantis. As Mantis flies around the room, he summons objects to attack you. Crawl to avoid these flying objects, switch to first-person view, and hit Mantis with gunfire when he stands still. Also, shoot the three portraits on the wall behind the desk and the two vases along the east wall so he can't throw them at you.

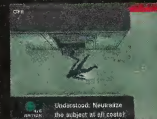


Whenever Mantis says, "It's useless" or "I can read your mind," plug the controller into a different GameCube port so he can't "read" your movements. When you hit Mantis enough times, he summons Meryl to shoot herself in the head—she takes top priority, so knock her out like you did before.



When Mantis starts to appear, throw a fireball; disappear, and then repeat the pattern; the end is near. Equip the Thermal Goggles, dodge the incoming fireball, and then run over to Mantis and punch or shoot him. When he throws the suit of armor at you, lie down on the floor and keep firing until Mantis is defeated. After the fight, plug the controller back into the first port.

12. UNDERGROUND PASSAGE



After Meryl is downed, you must find a sniper rifle. Return to the Tank Hangar, and take the elevator down to the Armory (B2). Enter the room

with "PSG1 5" written on the door. Once inside, equip the Thermal Goggles, crawl under the laser trip lines, and get the PSG1 sniper rifle. You have the rifle, so get back to Meryl.

NUKE BUILDING 1F



When you reach Nuke Building 1F, stop in front of the half-raised door and equip the PSG1. Shoot the three guards in the room (because you're not actually in the room with the nuclear warheads, the no-weapons rule doesn't apply). Don't worry about the PSG1's poor controls just yet.

NUKE BUILDING B1



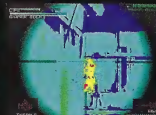
When you arrive at Nuke Building B1, go into the large south room—once inside, enter the room in the south west corner and take the PSG1-T rifle.

UNDERGROUND PASSAGE

SNIPER WOLF



When you return to the Underground Passage, look for the red dot that starts tracking you and get moving. After Wolf fires, equip the Thermal Goggles and the PSG1. While peering through the rifle scope, cycle through your item inventory for Diazepam and take one of this item (Diazepam temporarily steadies your aim). Re-equip the Thermal Goggles.



The hardest part about defeating Sniper Wolf is getting her in your sights. Try to get Wolf in your scope as soon as possible. She likes to hide behind the vertical steel beams, so look for her thermal outline.



If you're hit while trying to spot Wolf, get up and move your position—it takes too long to reposition your scope in her direction when being shot. Once you're in a new position and Wolf is in your sights, fire away and track her as she moves. After you defeat Sniper Wolf, head for the tower, climb the stairs, and collect the items. Go to the door in the northeast corner.

13. MEDICAL ROOM



Don't surrender to Ocelot's torture. If you do, it will affect the ending of the game. To regain your strength during these sequences, rapidly tap A, or simultaneously press Start and A to surrender. After a few turns on Ocelot's electric table, you're placed in a holding cell. After a second session with Ocelot, the guard patrolling your cell gets sick and runs to the bathroom.



While the guard is gone, Otacon visits and gives you some items and the Level 6 Security Card. Before the guard returns, lie down on the ground and use the bottle of Ketchup.



When the guard checks your cell, wait until he's well into the room before you spring to attack. Dispose of the guard in a suitable way.

Exit the cell and get your gear—it's next to Ocelot's torture table. If you didn't surrender during any of Ocelot's interrogation sessions, cycle through your item inventory until you find something labeled "Time Bomb" with a number on it. Highlight this item and press A to discard it. The room exit is by the surveillance camera in the northeast corner. Your ultimate destination is the Underground Passage where you fought Sniper Wolf, but make a quick detour first.

ARMORY CAMERA



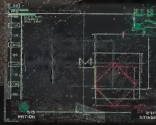
When you're in the Armory, go through the door in the middle of the south wall. You're in South Armory (the room where you fought Ocelot). Go through the hole in the south wall and stand in front of the hole in the east wall. Throw a Chaff Grenade into the room and enter when it detonates.



Open the two security doors along the east wall. Behind the south door is a Camera. To get it, crawl under the torn section of fence near the ground.

14. COMMUNICATION TOWER ROOF

HIND D HELICOPTER



The Stinger missile launcher is similar to the PSG1 in that you can't move while it's equipped. Don't use Chaff Grenades during this fight because they disable the radar and you won't be able to see the Hind's location. Use the small tower on the roof to cover from the Hind's machine-gun fire.



When the Hind flies overhead, equip the Stinger, lock on to the Hind, and fire. After hitting the Hind four or five times, it fires a missile. Use the structure for cover. The battle then turns into hide-and-seek: The Hind flies low around the building, rising only to fire. Use the radar to track it, and have the Stinger ready to greet it when it rises.



When the Hind fires a second missile, stand in the northwest corner

of the rooftop—you should be safe from the ensuing blast and take minimal damage.

15. SNOW FIELD SNIPER WOLF



When you face off against Sniper Wolf for the final time, retreat to the southeast corner of the field so you can use the high ledges for protection. Face west and fire a Nikita missile. Guide it up the incline to the west (in front of the snow cat) and steer it to Sniper Wolf's position. Also, make sure you have the Rattons equipped as your secondary item in case Wolf is able to get a clear shot on you.



Wolf can't shoot Nikita missiles in midair, so she's defenseless. After the battle, shake Wolf's body so her dog tag falls out.

Go to the southeast corner of Snow Field and look to the east for some interesting speculation on what really happened to the Hind chopper you fought earlier.

16. WAREHOUSE VULCAN RAVEN



Claymore mines, C4 explosives, and the Nikita are your best friends during battle with Vulcan Raven. Raven's armed with a M61A1 20mm machine cannon that fires 4000 rounds a minute. He also has excellent range, so forget about taking Raven head on (unless you have a death wish). Equip the Mine

Metal Gear Solid: The Twin Snakes

Detector and the Claymore mines, then place the mines in the middle of the four-way junctures. Raven's vision is awesome—he can spot you across the room, so don't let him see you.



If you're out of Claymore mines, the Nikita is also effective; however, you must hit Raven with the missile just as he rounds a corner or from behind. If he spots the missile, he'll shoot it down. Raven moves slowly at first, but he increases his speed with each hit he takes.



You can obtain items perched on top of the steel containers by luring Raven near those containers, where his machine-gun fire should destroy the crate and bring the item to the ground.



Snake: take this security card. It will open that door.

Raven gives you the Level 7 Security Card. You can also find his dog tag where his body was before he's consumed by ravens.

17. UNDERGROUND SUPPLY ROUTE

METAL GEAR REX



The first round against Metal Gear Rex is easy to survive. Throw a

Chaff Grenade, equip the Stinger, lock on to Rex's radome, and fire. Don't worry about the missiles Rex lobbs at you; just run away from them. Repeat this cycle until the second round.



The second round against Rex is a little tougher. Stay close to and behind him, but be careful of his laser. When Rex stops moving, equip the Stinger, lock on to the cockpit, and fire. Patience and proximity are the keys. Don't give Rex any distance; if you let him get too far away from you, he can fire his machine gun and guided missiles.

18. COMMAND ROOM

LIQUID SNAKE



Now it's time to fight Liquid hand-to-hand, and you must defeat him before time expires. If you're knocked over the edge during the fight, press Y to climb back up. Use hit-and-run tactics and press X in order to avoid his retaliatory roundhouse kick.



Throwing Liquid just wastes time, so stick to punching. You can also knock Liquid off balance by executing a running roll. Keep an eye open for Liquid's dog tag that falls from his person during the fight.



Liquid's attacks get nastier as his lifebar goes down. His deadliest attack is the headbutt charge. When Liquid crouches as if he were about to snap a football and then charges, get out of his way. If he misses, he's briefly vulnerable to a punch-kick combo.

19. ESCAPE ROUTE



After Liquid's defeat, it's time to leave! Before you make a hasty departure, run into the room with the wreckage from Metal Gear Rex and grab the Rations; there's another Ration in the room where the scene begins, too.



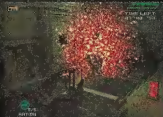
When you enter the garage, stay near the door and hold off the guards with hand-to-hand tactics until your partner gets the jeep started.



Once the jeep is fired up, run over to it, grab the nearby Ration, and hop on. Man the machine gun, switch to first-person view, and shoot the barrels on the north wall to blow open the gates.



Turn the machine gun so it's pointing off the right side of the jeep. At the first checkpoint, shoot the two barrels in front of each gate. Once you're past this checkpoint, turn the machine gun so it's again pointing off the right side of the jeep.



When the jeep stops at the second checkpoint, quickly shoot two barrels from the machine gun so you can continue to the next area.



But it's not over yet—Liquid's in hot pursuit. Don't try to pinpoint Liquid with the machine gun; instead, switch to first-person view and weave your machine-gun fire in front of him to ensure a hit.



After a few hits, he rams your jeep from behind. Keep weaving gunfire in front of him. When Liquid drives alongside you, keep weaving that gunfire. Eventually, you see daylight, and then...you'll just have to finish Liquid yourself to see what happens.

WORMONGERS



The image is a vibrant, colorful cover for the video game Worms 3D. It features a central, large, orange circular background. In the center of this circle is a pink worm character with large, wide eyes and a wide, open mouth, showing its tongue. The worm is holding a large, dark, mechanical weapon in its right hand and a silver revolver in its left hand. Below the worm, the title "WORMS 3D" is written in a stylized, 3D font. The word "WORMS" is in red with white outlines, and "3D" is in yellow with white outlines. The "3" is encircled by a white ring with two white arrows pointing in opposite directions. The background of the cover is a colorful, multi-colored starburst pattern. In the bottom left corner, there is a small inset image showing a worm in a green tank. In the bottom right corner, there is a small inset image showing a worm in a blue tank. The overall style is cartoonish and playful.

WORMS 3D

Submit your hottest **Code Vault** tips! Each month, the reader with the winning tip receives a product from Capcom, which features such high-quality games as **Everblue 2** for the PlayStation 2! Runners-up receive a **GamePro** T-shirt.



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Please include your name, address, and phone number so we can award you your prize.

WIN!



THE SIMS: BUSTIN' OUT

Fill All Motives and Unlock All Socials



During gameplay, press **R2, L1, R1, L2, Left, O** to enable these cheats. If done correctly, a gnome will appear.

Fill All Motives: Press **L2, R1, Left, O, Up**.

Unlock All Socials: Press **L1, R1, Down, X, L3, R3**.

Henry Lombardo—Tucson, AZ

THE SIMS: BUSTIN' OUT

Free Money, Unlock All Objects, and More



During gameplay, press **R, L, Down, Black, Left** to enable these cheats. If done correctly, a gnome will appear.

Fill All Motives: Press **R, Left, B, Down, White**.

Free Money: Press **L, Black, Right, X, Left**.

Unlock All Objects: Press **Black, Up, Y, Down, R**.

Unlock All Socials: Press **L, R, A, Down, Black**.

TOM CLANCY'S RAINBOW SIX 3

God Mode and Hidden Credit Map



God Mode: During gameplay, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. If you entered the code correctly, a message will appear onscreen.

Hidden Credit Map: At the main menu, press **Left Thumbstick, Left Thumbstick, Right Thumbstick, Right Thumbstick, X, Y, B, A, B, A**. If you entered the code correctly, a Hall of Fame screen will load.

NO ONE LIVES FOREVER

Mission Select



At the main menu, highlight "Load game" and then simultaneously press and hold **L3, R3, and X**. If you entered the code correctly, you'll automatically go to the Select Mission screen.

BLOWOUT

All Levels, Unlock Doors, and More



Pause the game, and at the pause menu, select Cheats. Choose Enter Cheat Code and then select the following words in order to unlock these cheats. If you entered the code correctly, the cheat will be available at the Cheats menu.

All Levels:	COOL, LEVEL,, CHEAT, CODE
All Weapons:	CHARLIE, HUSTLE, OVERDRESSED, ROMEO
Big Feet:	DEAD, RED, PARTY, SHOES
Big Head:	BUTT, CHEAT, CAN, SURPRISE
Clear Map:	YESTERDAY, YOUR, ZEBRA, DIE
Enemies Frozen:	CHARLIE, OSCAR, LIMA, DELTA
God Mode:	NO, PAIN, NO, CAME
Restore Health:	CANE, READY, TO, ROCK
Time Factor:	CHARLIE, ALPHA, NOVEMBER, ECHO
Unlimited Ammo:	FISH, IN, A, BARREL
Unlock Doors:	ANY, AND, ALL, CODE
Weapons Level Up:	FRIENDLIEST, GOD, IN, GALAXY

ARMED AND DANGEROUS

Infinite Ammo, Topsy Turvy, and More



At the main menu, select Options, and at the Options Menu, choose Cheats. Enter the following codes to unlock the corresponding cheats, and if done correctly, the cheat will be unlocked in the Cheat Menu.

- Big Hands:** Press R, White, X, L, White, R, R, Y.
- Big Heads:** Press L, Black, B, White, White, B, Black, L.
- Fill Ammo:** Press Black, B, A, R, R, A, L, Black.
- Fill Health Bar:** Press X, R, A, Y, Black, B, A, R.
- God Mode:** Press Y, A, B, X, B, A, A, L.
- Infinite Ammo:** Press A, L, L, Black, B, White, L, L.
- Invincible:** Press X, X, X, R, A, L, L, Y.
- Play Any Level:** Press Y, White, Black, L, A, R, R, Y.
- Topsy Turvy:** Press Y, A, B, B, A, B, White, White.
- View Any Movie:** Press A, Y, A, Y, Black, R, A, Y.

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SECRET WEAPONS OVER NORMANDY

Fat Heads, God Mode, and More



At the title screen, enter the following codes to unlock these cheats. If you entered the code correctly, you'll receive a message.

All Instant Action Environments: Press Up, Down, Left, Right, L1, R1, L1, R1.

Fat Heads: Press Right, Up, Left, Down, Right, Up, Left, Down, Right, L1, R1, L1, R1.

God Mode: Press Up, Down, Left, Right, Left, Left, Right, Right, L1, R1, R1, L2, R2.

Infinite Ammo: Press Up, Right, Down, Left, Up, Right, Down, Left, L1, R1.

SECRET WEAPONS OVER NORMANDY

Infinite Ammo, Master Code, and More



At the title screen, enter the following codes to unlock these cheats. If you entered the code correctly, you'll receive a message.

All Instant Action Environments: Press Left, Right, Up, Down, Left, Right, L, R, L, R.

Fat Heads: Press Right, Up, Left, Down, Right, Up, Left, Down, Right, L, R, L, R.

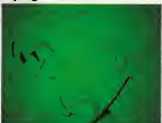
God Mode: Press Up, Down, Left, Right, Left, Left, Right, Right, L, L, R, R, White, Black.

Infinite Ammo: Press Up, Right, Down, Left, Up, Right, Down, Left, L, R.

Master Code: Press Y, Y, Y, X, X, X, L, R, Black, Black, White, White.

THE XBOX

Psychedelic Effects While Playing CDs



While playing any audio CD using the Xbox, simultaneously press and hold Y and X, and the screen will switch to a light show you can control with your Xbox controller.

STAR WARS JEDI KNIGHT: JEDI ACADEMY

All Force Abilities, Level Skip, and More



During gameplay, press and hold the Right Thumbstick, and then enter the following codes to unlock these cheats. Release the right thumbstick, and if you entered the code correctly, you'll hear a confirming sound.

All Force Abilities: Press Left, Down, Right, Up, Down, Down.

Invincibility: Press Down, Up, Left, Right, Down, Up.

Level Skip: Press Up, Up, Down, Down, Left, Right.

Unlimited Force: Press Up, Down, Up, Left, Up, Right.

SONIC HEROES

Metal Sheen



At the Main Menu, select 2P Play, then choose any mode and any team. At the stage select screen, press A and then simultaneously press and hold A and Y until the game begins. If done correctly, your team members will be covered with metal.

RIPPING FRIENDS

Unlock All Levels



At the main menu, select Password, and at the Enter a Password screen, press Right, L, Up, Down, B, Left, Right, Left. If you entered the code correctly, all levels in all modes will be available.

LINKS 2004

Unlock All Courses and Skill Points



Unlock All Courses: At the title screen, simultaneously press and hold L and R, and then simultaneously press X and Y. If you entered the code correctly, the screen will flash and all courses will be available.

Unlock All Skill Points: At the main menu, select My Player, and at the Enter Name screen, enter safariTK (case-sensitive) as a name. If done correctly, your Skill Points will be maxed out.

NHL RIVALS 2004

Big Shots, Invisible Players, and More



At the Main Menu, choose Options, and at the Options screen, select Unlocks. Highlight the cheat you want to unlock, press A, and then enter the corresponding code. If you entered the code correctly, you'll receive a confirming message.

Big Shots:	BOWTZER
Gravity:	HEAVYPUCK
Invisible Players:	INVISIBLEMAN
Microsoft All-Stars:	BLIBBET

TAK & THE POWER OF JUJU

All Plants, Give 100 Feathers, and More



Pause the game and then enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a confirming sound.

All FMVs: Press Left, Right, B, B, X, X, Left, Right.

All Juju Power-Ups: Press Up, Right, Left, Down, Y, X, B, Down.

All Moonstones: Press Y, Y, B, B, X, X, Left, Right.

All Plants: Press B, Y, X, Left, Up, Right, Down, Down.

All Yorbels: Press Up, Y, Left, B, Right, X, Down, Up.

Give 100 Feathers: Press B, Y, X, B, Y, X, B, Y.

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HUNTER: THE RECKONING—REDEEMER

All Weapons, Skip Level, and More



During gameplay, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the cheat will immediately take effect.

99 Conviction: Press Y, Y, Y, Y, Up, Down, Up, Down.

All Bonus Material: Press X, B, X, B, Up, Up, Down, Down.

All Special Weapons: Press B, A, B, A, B, A, Black, White.

All Weapons: Press A, A, A, A, Up, Down, Up, Down.

Earn All Edges: Press Y, Y, Up, Down, Up, Down.

Edges Use No Conviction: Press L, L, A, A, Up, Down, Up, Down.

God Mode: Press R, R, A, A, Up, Down, Up, Down.

Heavy Melee Damage: Press X, X, Y, Y, Up, Down, Up, Down.

Infinite Ammo: Press X, X, X, X, Up, Up, Down, Down.

Nightmare Difficulty: Press Black, Black, Up, Up, Down, Down.

Restock Ammo: Press A, B, White, Black, B.

Restore Health: Press B, B, White, White, White.

Skip Level: Press Black, L, Black, L, Up, Down, Up, Down.

Weapons Do Insane Damage: Press B. B. B. B. Up. Down. Up. Down

CRIMSON SKIES: HIGH ROAD TO REVENGE

All Planes, Extra Tokens, and More



During gameplay, enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a confirming sound.

All Planes: Press Y, X, B, Y, Black.

Big Time Guns: Press B, X, A, B, Black.

Cash Money: Press A, Y, A, Y, Black.

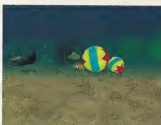
Extra Tokens: Press X, B, X, B, Black.

God Mode: Press Y, A, X, B, Black.

Super-Hard Difficulty: Press X, B, A, X, Black.

FINDING NEMO

Credits, Invincibility, and More



At the title screen, enter the following codes to unlock these cheats. If you entered the code correctly, a confirming message will appear.

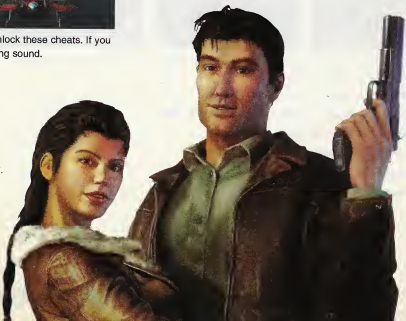
Credits: Press Δ , \square , \bigcirc , Δ , Δ , \square , \bigcirc , Δ , \square , \bigcirc , Δ , \square , \square , \bigcirc , Δ , \square , \bigcirc , Δ , \square , \bigcirc , Δ , \square , \bigcirc .

Invincibility: Press Δ , \square , \square , \circ , \circ , \circ , Δ , Δ , \square , \square , \square , \circ , \circ , \circ , \circ , \square , Δ , \circ , \circ , \circ , \square , \circ , Δ , \circ , \circ , \square , \circ , \circ , Δ , \circ , \square , \circ , \circ , \circ , Δ .

Secret Level: Press $\Delta, \square, \bigcirc, \bigcirc, \square, \Delta, \square, \bigcirc, \bigcirc, \square, \Delta, \Delta, \square, \bigcirc, \bigcirc, \square,$
 $\Delta, \Delta, \bigcirc, \square, \Delta, \square, \bigcirc, \bigcirc, \square, \Delta.$



Open Levels: At the main menu, press Δ , Δ , Δ , \square , \square , \square , \square , Δ , \square , \square , Δ , \square , Δ , \square , \square , Δ , Δ . If done correctly, "Cheat!" will appear onscreen. Start a new game, pause it, and at the pause menu, highlight "Cheat" and then press \times to activate the Open Levels cheat. Resume the game, and if done correctly, all levels will be available.



KYA: DARK LINEAGE



Bonus Gallery and Restore Life



Bonus Gallery: At the main menu, press Δ , Up, \square , Right, Down, Down, \square , Left. If you entered the code correctly, the Bonus Gallery will be available. Enter the code four more times to unlock all the bonus galleries.

Restore Life: During gameplay, press L1, R2, L2, R1, Up, Up, Left, \square , Right, \circ , Start. If you entered the code correctly, your life will replenish.

DISNEY'S EXTREME SKATE ADVENTURE

All Levels and Skaters



At the main menu, select Options, and at the Options menu, choose Cheat Codes. Enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound.

Passwords are case-sensitive.

All Levels:
All Skaters:

ambassador
entourage

GLADIUS

Control Camera During Combat and Higher Level Enemies



Control Camera During Combat: During combat, pause the game, then press Up, Left, Down, Right, Left, Left, Left, Left, Up, Up, Up, Up. If you entered the code correctly, you'll hear a confirming sound.

Higher Level Enemies: At the League Office menu, pause the game, then press Right, Right, Right, Up, Up, Left, Left, Left, Left, Right, Up, Up, Up, Down. If you entered the code correctly, you'll hear a confirming sound.



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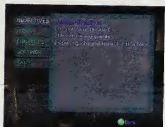


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ROGUE OPS

Level Skip, Unlimited Life, and More



Pause the game and then enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a gunshot.

Big Feet: Press Right, Right, Right, Left, Right, Left, Right, Left, Left, Left.

Big Gun: Press □, □, □, □, ○, ○.

Explosive Crossbow: Press Left, Right, Right, Left, □, ○, L2, R2, □, ○, Left, Right.

Explosive Sniper: Press L2, R2, Right, Right, Left, Left, Right, Right, R2, L2, □, ○.

Half Damage: Press □, □, ○, ○, Left, Left, Right, Right, ○, ○, □, □.

Level Skip: Press L2, □, L2, ○, L2, Left, L2, Right, L2, R2, R2, □, R2, ○, R2, Left, R2, Right, □.

Missile Crossbow: Press Right, Right, Left, Left, L2, L2, R2, R2, ○, ○, □, □.

Missile Sniper: Press □, Left, Right, L2, R2, Right, □, R2, R2, L2, Left, Left.

No Bullet Damage: Press Left, Right, Right, Left, □, ○, ○, □.

One Hit Kills: Press ○, Left, Right, Right, Left, ○, L2, R2, ○, □, □.

Unlimited Bullets: Press □, □, □, □, □, □, □, □, Left, □, □, □, □, □, □, □.

Unlimited Life: Press Left, Right, Right, Left, Left, Right, Right, Left, Left, Right, Right, Left, □, □.

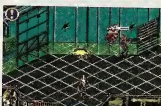
Unlimited Spy Cam: Press Left, Left, Right, Right, R2, R2, L2, L2, □, □, ○, ○.

Unlimited TOC: Press ○, ○, □, □, Left, Right, Right, Left, L2, R2, L2.



TERMINATOR 3: RISE OF THE MACHINES

Level Passwords



At the main menu, select Password, and at the password entry screen, enter the following passwords to unlock the corresponding levels. If you entered the password correctly, you'll automatically begin the unlocked level.

Level 2:	NRDGB
Level 3:	RWEGK
Level 4:	NGGGC
Level 5:	BMFGT
Level 6:	LRHGF
Level 7:	NRPGD
Level 8:	RLPGJ
Level 9:	LWRGH
Level 10:	JGSCF

SWAT: GLOBAL STRIKE TEAM

All Campaign and Cooperative Missions, And Infinite Ammo



All Campaign Missions: At the Select Mission screen in Campaign mode, press Up, L1, Down, R1, Left, L1, Right, R1, Up. If you entered the code correctly, all missions will be available.

All Cooperative Missions: At the Select Mission screen in any of the Cooperative modes, press Up, L1, Down, R1, Left, L1, Right, R1, Up. If you entered the code correctly, all missions will be available.

Infinite Ammo: Pause the game, select Options from the pause menu, and then press Left, Right, Up, Down, Up, Down, L2. If you entered the code correctly, your ammo counter will replenish.

EXCLUSIVE ACTION REPLAY™ CODES!

The following codes require **ACTION REPLAY™** for the corresponding systems.



PLAYSTATION 2

NEED FOR SPEED UNDERGROUND™

- ✓ **Master Code - Must be on** YV3C084B7P7R8
K9P1652H39V0
UC2C7K0M8-24W65
KDD521100-328TU
FVELWUQ01E207M
4K8R36J0MAY2V0
- ✓ **Max Cash** KUDV0WKE725C0
CL3W4K525-2P9R8
5357N9V9ENB9V
1332CK9V504W
- ✓ **Max Circuit Starts** 89H4YTHU4A00Z
GW2F3XD1PX43
- ✓ **Max Circuit Wins** WDDQWAIHE1J15
1233FWC7R5WU
57AMVXVCC00B
- ✓ **Max Circuit Style** 4M4KCP7VEV7H3
994D-69PKARN8K
2V2QF8BU515Q
- ✓ **Max Style** RJ2JG0HEJ2Y8
KGE63C4TA04RT
C41650U8M1271
- ✓ **All Races Won (1)** 1233FWC7R5WU
57AMVXVCC00B
4M4KCP7VEV7H3
994D-69PKARN8K
2V2QF8BU515Q
RJ2JG0HEJ2Y8
KGE63C4TA04RT
C41650U8M1271
- ✓ **All Races Won (2)** 1233FWC7R5WU
57AMVXVCC00B
4M4KCP7VEV7H3
994D-69PKARN8K
2V2QF8BU515Q
RJ2JG0HEJ2Y8
KGE63C4TA04RT
C41650U8M1271

- ✓ **Max Cash For New Family** 4K8R36J0MAY2V0
KUDV0WKE725C0
CL3W4K525-2P9R8
5357N9V9ENB9V
1332CK9V504W
- ✓ **Everything Is Free** 89H4YTHU4A00Z
GW2F3XD1PX43
- ✓ **No Unleash Penalty: Dirty Objects** KUDV0WKE725C0
CL3W4K525-2P9R8
5357N9V9ENB9V
1332CK9V504W
- ✓ **Never Change Clothes** 89H4YTHU4A00Z
GW2F3XD1PX43
- ✓ **Press D/Pad Up: Perfect Motives** KUDV0WKE725C0
CL3W4K525-2P9R8
5357N9V9ENB9V
1332CK9V504W
- ✓ **Talk to Sim & Hold (3: Best Friends** KUDV0WKE725C0
CL3W4K525-2P9R8
5357N9V9ENB9V
1332CK9V504W
- ✓ **All Objects Unlocked** 89H4YTHU4A00Z
GW2F3XD1PX43
- ✓ **All Locations Unlocked** KUDV0WKE725C0
CL3W4K525-2P9R8
5357N9V9ENB9V
1332CK9V504W
- ✓ **Secret Interaction Options Available** 89H4YTHU4A00Z
GW2F3XD1PX43

- ✓ **Unlock Performance Options** 89H4YTHU4A00Z
GW2F3XD1PX43
- ✓ **Unlock Visual Options** KUDV0WKE725C0
CL3W4K525-2P9R8
5357N9V9ENB9V
1332CK9V504W
- ✓ **Unlock Tracks** 89H4YTHU4A00Z
GW2F3XD1PX43
- ✓ **All Circuit Tracks** KUDV0WKE725C0
CL3W4K525-2P9R8
5357N9V9ENB9V
1332CK9V504W
- ✓ **All Spirit Tracks** 89H4YTHU4A00Z
GW2F3XD1PX43
- ✓ **All Drag Tracks** KUDV0WKE725C0
CL3W4K525-2P9R8
5357N9V9ENB9V
1332CK9V504W
- ✓ **All Drag Tracks** 89H4YTHU4A00Z
GW2F3XD1PX43
- ✓ **Unlock Cars** KUDV0WKE725C0
CL3W4K525-2P9R8
5357N9V9ENB9V
1332CK9V504W
- ✓ **Nissan Sentra** 89H4YTHU4A00Z
GW2F3XD1PX43
- ✓ **Miniubishi Eclipse** KUDV0WKE725C0
CL3W4K525-2P9R8
5357N9V9ENB9V
1332CK9V504W
- ✓ **Nissan 350Z** 89H4YTHU4A00Z
GW2F3XD1PX43
- ✓ **Toyota Celica** KUDV0WKE725C0
CL3W4K525-2P9R8
5357N9V9ENB9V
1332CK9V504W
- ✓ **Nissan Skyline** 89H4YTHU4A00Z
GW2F3XD1PX43



PLAYSTATION 2

SECRET WEAPONS OVER NORDMANDY™

- ✓ **Master Code - Must be on** P4V30MNCPRV12
GFWMM00H4C03UY
YWX29UL35-9N9W
8DS47Z5C-D9H12
28GNQ5UG5CH0P
- ✓ **Infinite Upgrade Points** 3GC8-4I6WUD5X
G3M74755R0P
H007-7013K0BC
UEH725M7-8C79Y
P038DUEM39AWB
- ✓ **All Environments Unlocked** V2AKF76-1R10S
PV34Q1BD64AIG
- ✓ **Complete Gallery** 3GC8-4I6WUD5X
G3M74755R0P
H007-7013K0BC
UEH725M7-8C79Y
P038DUEM39AWB
- ✓ **Infinite Armor** V2AKF76-1R10S
PV34Q1BD64AIG
- ✓ **Infinite Ammo** 3GC8-4I6WUD5X
G3M74755R0P
H007-7013K0BC
UEH725M7-8C79Y
P038DUEM39AWB



PLAYSTATION 2

THE SIMS: BUSTIN' OUT™

- ✓ **Master Code - Must be on** 5UNB37V72M4WV
4KREUTLBTJ75
8045WMNE-MQ12V
RPN7N93XVEYQR
3Q08-1XDXYQM6D
E4EP7175-6X0J
338VXN0K1VCKB
RRT530FBAH0F
QUBTMH82Z8Y1P
HGN29CMIA852G
P00HE00DQ70W
AS1C1P21VACD
4832BH4849W4
Q00B395VYV04
C7MS7U0QBW40
FV621GBW3G9J
W617CVS01Y9Y7
JW8M52Z1H09KZ
H8HCA7H0DY1Y
ZUB8091HAC03P
N1GB7Z0KNDICE
ZHTC754GHPA
ZDEKCSFC82177
5XN9A10VCK9UB
Z8TB1B1G9F10F
- ✓ **Max Cash For New Family** 4K8R36J0MAY2V0
KUDV0WKE725C0
CL3W4K525-2P9R8
5357N9V9ENB9V
1332CK9V504W
- ✓ **Everything Is Free** 89H4YTHU4A00Z
GW2F3XD1PX43
- ✓ **No Unleash Penalty: Dirty Objects** KUDV0WKE725C0
CL3W4K525-2P9R8
5357N9V9ENB9V
1332CK9V504W
- ✓ **Never Change Clothes** 89H4YTHU4A00Z
GW2F3XD1PX43
- ✓ **Press D/Pad Up: Perfect Motives** KUDV0WKE725C0
CL3W4K525-2P9R8
5357N9V9ENB9V
1332CK9V504W
- ✓ **Talk to Sim & Hold (3: Best Friends** KUDV0WKE725C0
CL3W4K525-2P9R8
5357N9V9ENB9V
1332CK9V504W
- ✓ **All Objects Unlocked** 89H4YTHU4A00Z
GW2F3XD1PX43
- ✓ **All Locations Unlocked** KUDV0WKE725C0
CL3W4K525-2P9R8
5357N9V9ENB9V
1332CK9V504W
- ✓ **Secret Interaction Options Available** 89H4YTHU4A00Z
GW2F3XD1PX43



GAMECUBE™

SONIC HEROES™

- ✓ **Master Code - Must be on** XZV6JTB8WRBN1
3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
ESANEDJLJAMA
Q8RC-ZK6-1H6F
J0V79MCR335CR
X7ETPKJLUM1C
T4YDUG8-6YAA4
H8B8YVA8RYAF
Q7WV373YU25Y
W0XB4908BWSV
CAGCQ4B69P2N
93W5T88GNV1J23
- ✓ **Infinite Rings** 3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
ESANEDJLJAMA
Q8RC-ZK6-1H6F
J0V79MCR335CR
X7ETPKJLUM1C
T4YDUG8-6YAA4
H8B8YVA8RYAF
Q7WV373YU25Y
W0XB4908BWSV
CAGCQ4B69P2N
93W5T88GNV1J23
- ✓ **Infinite Lives** 3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
ESANEDJLJAMA
Q8RC-ZK6-1H6F
J0V79MCR335CR
X7ETPKJLUM1C
T4YDUG8-6YAA4
H8B8YVA8RYAF
Q7WV373YU25Y
W0XB4908BWSV
CAGCQ4B69P2N
93W5T88GNV1J23
- ✓ **Max Score** 3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
ESANEDJLJAMA
Q8RC-ZK6-1H6F
J0V79MCR335CR
X7ETPKJLUM1C
T4YDUG8-6YAA4
H8B8YVA8RYAF
Q7WV373YU25Y
W0XB4908BWSV
CAGCQ4B69P2N
93W5T88GNV1J23
- ✓ **Always Low Stage Time** 3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
ESANEDJLJAMA
Q8RC-ZK6-1H6F
J0V79MCR335CR
X7ETPKJLUM1C
T4YDUG8-6YAA4
H8B8YVA8RYAF
Q7WV373YU25Y
W0XB4908BWSV
CAGCQ4B69P2N
93W5T88GNV1J23
- ✓ **Timed Events: Infinite/Low Time** 3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
ESANEDJLJAMA
Q8RC-ZK6-1H6F
J0V79MCR335CR
X7ETPKJLUM1C
T4YDUG8-6YAA4
H8B8YVA8RYAF
Q7WV373YU25Y
W0XB4908BWSV
CAGCQ4B69P2N
93W5T88GNV1J23
- ✓ **Always Max. Item Boat Gauge** 3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
ESANEDJLJAMA
Q8RC-ZK6-1H6F
J0V79MCR335CR
X7ETPKJLUM1C
T4YDUG8-6YAA4
H8B8YVA8RYAF
Q7WV373YU25Y
W0XB4908BWSV
CAGCQ4B69P2N
93W5T88GNV1J23
- ✓ **Max Level 1st Character** 3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
ESANEDJLJAMA
Q8RC-ZK6-1H6F
J0V79MCR335CR
X7ETPKJLUM1C
T4YDUG8-6YAA4
H8B8YVA8RYAF
Q7WV373YU25Y
W0XB4908BWSV
CAGCQ4B69P2N
93W5T88GNV1J23
- ✓ **Max Level 2nd Character** 3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
ESANEDJLJAMA
Q8RC-ZK6-1H6F
J0V79MCR335CR
X7ETPKJLUM1C
T4YDUG8-6YAA4
H8B8YVA8RYAF
Q7WV373YU25Y
W0XB4908BWSV
CAGCQ4B69P2N
93W5T88GNV1J23
- ✓ **Max Level 3rd Character** 3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
ESANEDJLJAMA
Q8RC-ZK6-1H6F
J0V79MCR335CR
X7ETPKJLUM1C
T4YDUG8-6YAA4
H8B8YVA8RYAF
Q7WV373YU25Y
W0XB4908BWSV
CAGCQ4B69P2N
93W5T88GNV1J23

- ✓ **Max Level All Characters** 3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
ESANEDJLJAMA
Q8RC-ZK6-1H6F
J0V79MCR335CR
X7ETPKJLUM1C
T4YDUG8-6YAA4
H8B8YVA8RYAF
Q7WV373YU25Y
W0XB4908BWSV
CAGCQ4B69P2N
93W5T88GNV1J23
- ✓ **Infinite Flight Energy** 3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
ESANEDJLJAMA
Q8RC-ZK6-1H6F
J0V79MCR335CR
X7ETPKJLUM1C
T4YDUG8-6YAA4
H8B8YVA8RYAF
Q7WV373YU25Y
W0XB4908BWSV
CAGCQ4B69P2N
93W5T88GNV1J23
- ✓ **LtR-B To Display Debug Info** 3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
ESANEDJLJAMA
Q8RC-ZK6-1H6F
J0V79MCR335CR
X7ETPKJLUM1C
T4YDUG8-6YAA4
H8B8YVA8RYAF
Q7WV373YU25Y
W0XB4908BWSV
CAGCQ4B69P2N
93W5T88GNV1J23
- ✓ **LtR-B To Display Debug Info** 3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
ESANEDJLJAMA
Q8RC-ZK6-1H6F
J0V79MCR335CR
X7ETPKJLUM1C
T4YDUG8-6YAA4
H8B8YVA8RYAF
Q7WV373YU25Y
W0XB4908BWSV
CAGCQ4B69P2N
93W5T88GNV1J23
- ✓ **LtR-B To Display Debug Info** 3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
ESANEDJLJAMA
Q8RC-ZK6-1H6F
J0V79MCR335CR
X7ETPKJLUM1C
T4YDUG8-6YAA4
H8B8YVA8RYAF
Q7WV373YU25Y
W0XB4908BWSV
CAGCQ4B69P2N
93W5T88GNV1J23
- ✓ **LtR-B To Display Debug Info** 3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
ESANEDJLJAMA
Q8RC-ZK6-1H6F
J0V79MCR335CR
X7ETPKJLUM1C
T4YDUG8-6YAA4
H8B8YVA8RYAF
Q7WV373YU25Y
W0XB4908BWSV
CAGCQ4B69P2N
93W5T88GNV1J23
- ✓ **LtR-B To Display Debug Info** 3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
ESANEDJLJAMA
Q8RC-ZK6-1H6F
J0V79MCR335CR
X7ETPKJLUM1C
T4YDUG8-6YAA4
H8B8YVA8RYAF
Q7WV373YU25Y
W0XB4908BWSV
CAGCQ4B69P2N
93W5T88GNV1J23
- ✓ **LtR-B To Display Debug Info** 3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
ESANEDJLJAMA
Q8RC-ZK6-1H6F
J0V79MCR335CR
X7ETPKJLUM1C
T4YDUG8-6YAA4
H8B8YVA8RYAF
Q7WV373YU25Y
W0XB4908BWSV
CAGCQ4B69P2N
93W5T88GNV1J23
- ✓ **LtR-B To Display Debug Info** 3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
ESANEDJLJAMA
Q8RC-ZK6-1H6F
J0V79MCR335CR
X7ETPKJLUM1C
T4YDUG8-6YAA4
H8B8YVA8RYAF
Q7WV373YU25Y
W0XB4908BWSV
CAGCQ4B69P2N
93W5T88GNV1J23
- ✓ **LtR-B To Display Debug Info** 3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
ESANEDJLJAMA
Q8RC-ZK6-1H6F
J0V79MCR335CR
X7ETPKJLUM1C
T4YDUG8-6YAA4
H8B8YVA8RYAF
Q7WV373YU25Y
W0XB4908BWSV
CAGCQ4B69P2N
93W5T88GNV1J23
- ✓ **LtR-B To Display Debug Info** 3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
ESANEDJLJAMA
Q8RC-ZK6-1H6F
J0V79MCR335CR
X7ETPKJLUM1C
T4YDUG8-6YAA4
H8B8YVA8RYAF
Q7WV373YU25Y
W0XB4908BWSV
CAGCQ4B69P2N
93W5T88GNV1J23
- ✓ **LtR-B To Display Debug Info** 3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
ESANEDJLJAMA
Q8RC-ZK6-1H6F
J0V79MCR335CR
X7ETPKJLUM1C
T4YDUG8-6YAA4
H8B8YVA8RYAF
Q7WV373YU25Y
W0XB4908BWSV
CAGCQ4B69P2N
93W5T88GNV1J23
- ✓ **LtR-B To Display Debug Info** 3UWV0V0GPGV3E
BUGWYED02378X
2ADK8HCV50CX
Q02QA16A0UHY2
PKAK57E8-283K
99277ZAK0F8
JALUC7FEX48R
RZJFDKXV7NG8M
BOG5VEY83Q8T
VVJQXMA8-49CR4
3UFR8HW0AXA8
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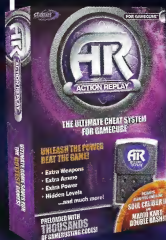


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